PLAYSTATION2 MAGAZINE

PSM2

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EXCLUSIVE

FIRST INFO!
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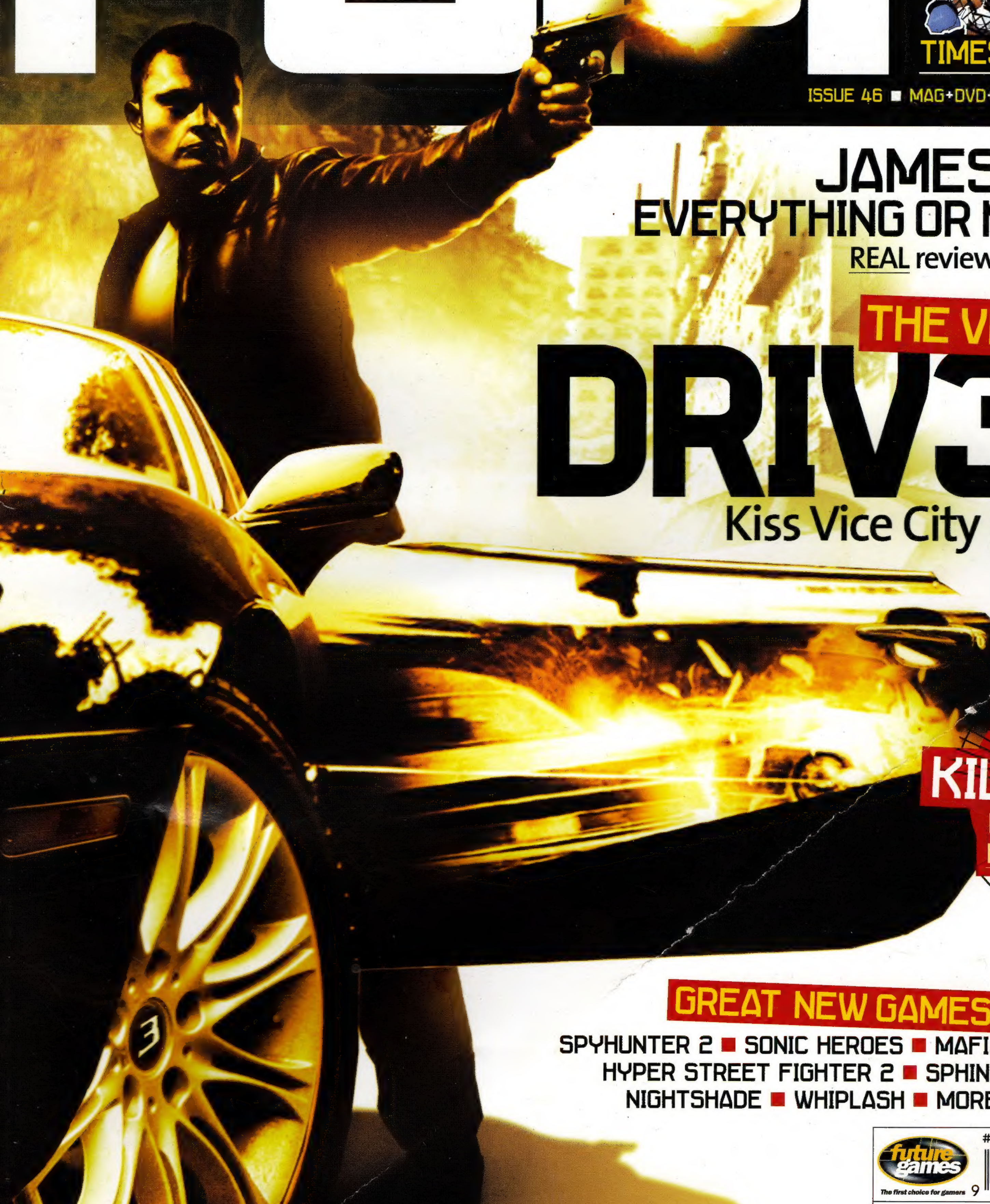

JAMES BOND: EVERYTHING OR NOTHING
REAL review + FULL guide!

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DRIV3R
Kiss Vice City goodbye

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KILLZONE
Everything you NEED to know!

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32 PAGES OF REVIEWS

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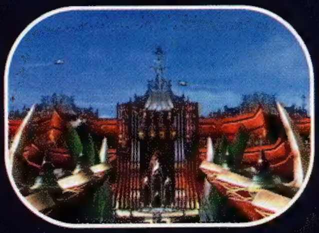

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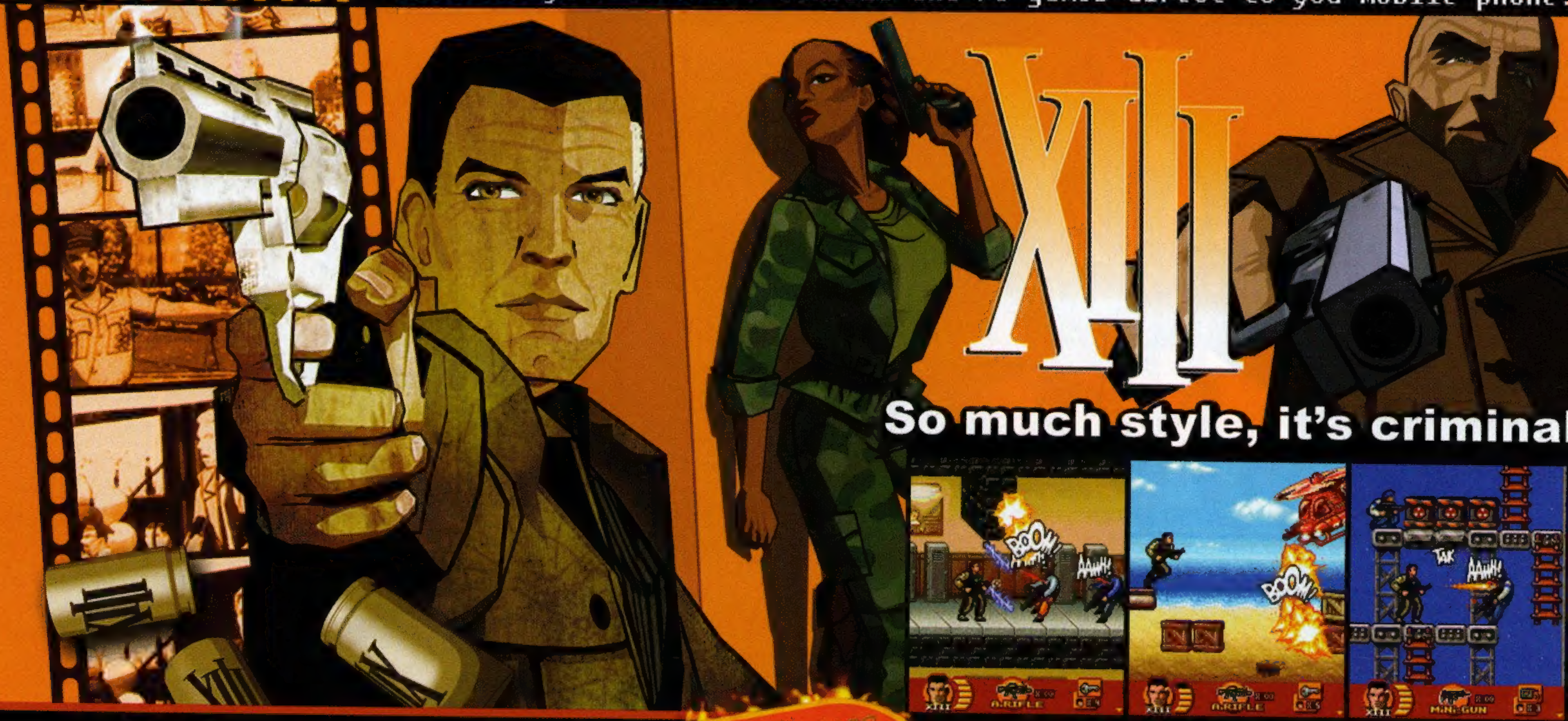

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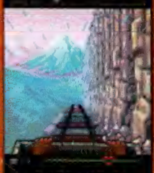
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A-N

NIGHTMARE CREATURES

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SUMMER VOLLEY

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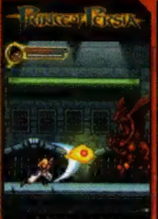
A

ADVENTURE

PRINCE OF PERSIA

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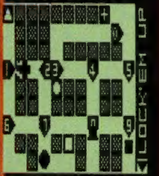
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ADE
JORIN
DAN G
DAN V
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MILF

ONLY PSM2 BRINGS YOU...

Accelerator:

- Always first with the biggest games
- More great new games than any other magazine
- The latest scoops, gossip and rumours that others dare not print
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in depth, most detailed reviews out there
- Waffle-free opinion buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Pro Dojo challenges – the only mag with a dedicated challenge arena

PSM DVD
DVD
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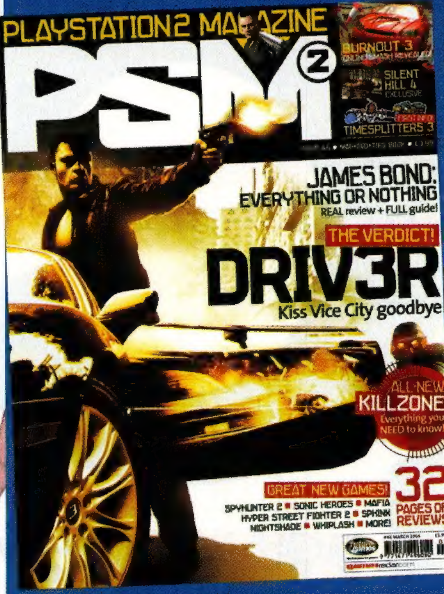
DRIV3R
WORLD EXCLUSIVE! Vice City never ever looked THIS GOOD!

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voiceover
- Less CG intro footage and more game action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PSM2
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HYPER STREET FIGHTER 2 ■ SPHINX
NIGHTSHADE ■ WHIPLASH ■ MORE!
32 PAGES OF REVIEWS

The future's looking bright. We've got our second generation PS2s (the ones that don't have an ugly DVD boil on the front and don't sound like a Spitfire), our PSX has just arrived (though making it work would tax Kutaragi himself) and PSP is on the way. Not bad eh? Eh?...

See, it's this PSP thing that's got us a bit concerned. What exactly will it allow you to do? It's all about movies, music and games on the move, isn't it? Sure if you want to buy all your software again on UMD disc (the new medium it uses). So, can it play your PSone and PS2 games? No. Can it play your CDs? No. Your DVDs? No again. Do they really expect us to scrap all our CDs, DVDs and games? Not without a fight, big guy. Would we want to buy a PSP if all it played were what they re-released (and made us buy again) on UMD? We're not sure.

But consider this scenario. You connect your PS2 to your PSP and can rip your CDs, DVDs and PSone games to UMD. A special security system stops these UMDs being played on any other machine, so there's no piracy. Sound good? PLUS there'd be all the new games specially written to make use of the PSP's unique chipset and features. Now, again, would we want to buy one of *these* PSPs? You're damn right we would.

Come on, Sony, do the right thing for PSP. We'll love you for it.

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews *anywhere* else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes *love*. Sometimes *hate*. And sometimes... *hurrr*... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. *Still.*

CED-REP

WHICH SECRET KONAMI TITLE GOES UNDER THE CODENAME: 'FORCED REP' SEE PAGE 19 FOR MORE

Conte

22 Starsky & Hutch

Fancy seeing the new Starsky & Hutch movie for free? Get your tickets courtesy of PSM2. No shiznit.

26 Time Splitters 3

The info on the stunning PS2 sequel. EA sign up another smash. Is there no stopping them?

84 DVD Movie Reviews

All the latest new movies on DVD. Check out *The League of Extraordinary Gentlemen* double DVD right here.

You want more?!
OK, what about the latest on **GTA: San Andreas** (p.18), **Miami Vice** (p.20), **WWX Rumble Rose Wrestling** (p.23) and **Killzone** (p.24)?

PSM2 COVER GAME!
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PSM2
JAMES BOND: EVERYTHING OR NOTHING
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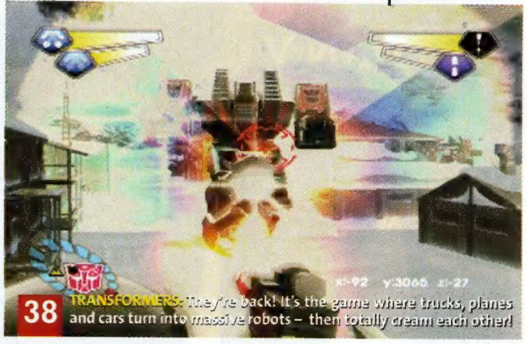
THE VERDICT!

DRIV3R

Get behind the wheel of the game that's giving Vice City a run for it's money.

30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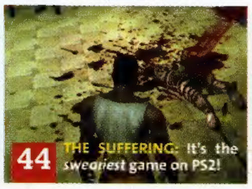
38 TRANSFORMERS: They're back! It's the game where trucks, planes and cars turn into massive robots – then totally cream each other!

"THE TOO-GOOD-TO-BE-TRUE SCREEN SHOTS DON'T LIE – THIS IS TRULY LUSH"



44 THE SUFFERING: It's the *sweariest* game on PS2!

46 FIGHT NIGHT: The new *Knockout Kings* kicks ass.

►THIS MONTH IN

16 ACCELERATOR

The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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Grand Theft Auto 5 latest 18
WWX Rumble Rose 23
Killzone 24
Timesplitters 3 26

nts

OVER 2HRS OF PRIME TIME PS2!

PSM2 DVD
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DRIV3R
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MORE NEW GAMES THAN ANY OTHER PS2 DVD!
38 TOP GAMES ON DVD!
R: RACING EVOLUTION
RISE TO HONOR
REVIEWS
NEWS
PRO DOJO

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

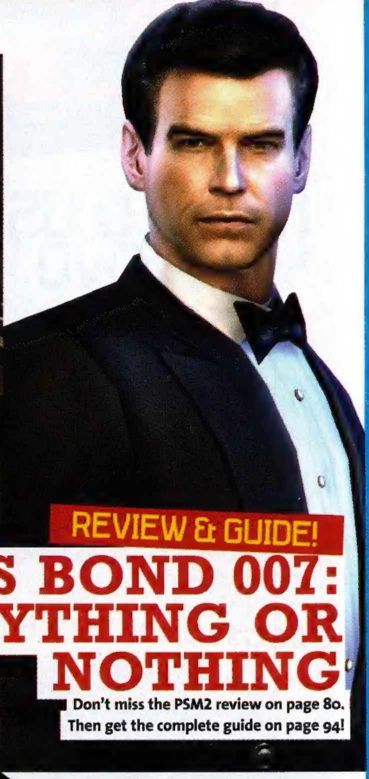
REVEALED!

SILENT HILL 4: THE ROOM

48 Learn the grisly truth behind Konami's latest shocker – EXCLUSIVE 6-page report!

24 **KILLZONE:** All the latest shots and info. Find out why this is 2004's toughest game...

18 **BURNOUT 3:** The rumours they tried to hide! We've bagged the latest gossip from behind the scenes.



REVIEW & GUIDE!

JAMES BOND 007: EVERYTHING OR NOTHING

Don't miss the PSM2 review on page 80. Then get the complete guide on page 94!

58 **SPYHUNTER 2:** Don't get it without reading our review!

YOUNG ONE, DARE YOU ENTER THE... PRO DOJO

THE BATTLE CONTINUES ON PAGE 100

66 **HYPER STREET FIGHTER 2:** The best £20 you may ever spend.

PSM2 – THE WORLD'S GREATEST PS2 MAG!

38 HANDS-ON

Written by gamers for gamers, we've played every game we preview. And that's a promise.

Transformers 38
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Fight Night 2004 46

FIGHT NIGHT 2004: *Knockout Kings* gets a workout and new name for '04.

56 REVIEWS

PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

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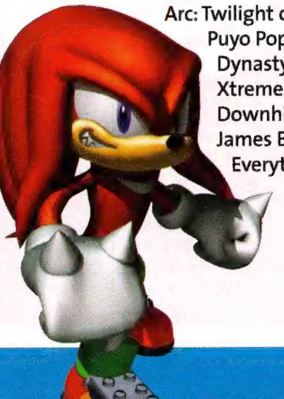
Puyo Pop Fever 77
Dynasty Warriors 4: Xtreme Legends 77
Downhill Domination 78
James Bond 007: Everything or Nothing 80

MAFIA: You think I'm funny? Funny how? I amuse you?



98 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

Secret Weapons Over Normandy 92
Rogue Ops 92
Dog's Life 93
The Sims: Bustin' Out 93
James Bond 007: EON 94
The Sims: Bustin' Out 98

THE SIMS: BUSTIN' OUT: All you need to win friends and influence people.

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007 EVERYTHING OR NOTHING
All-new & amazing in-game action! Should you buy it? FIND OUT HERE!
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REVIEWS
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On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press ⊛.

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

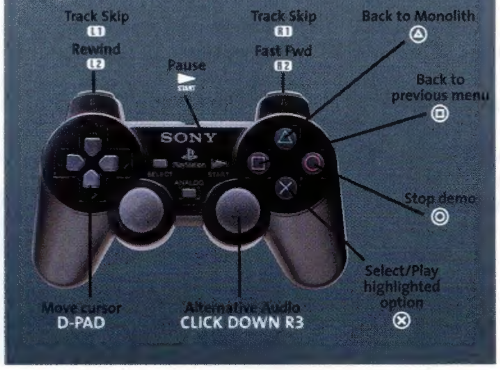
- ■ Section Menu: Move over to the menu on the left to choose a different area with up and down.
- ■ Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.
- ■ Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:


Track Skip L1
Rewind L2
Pause START
Track Skip R1
Fast Fwd R2
Back to Monolith △
Back to previous menu □
Stop demo ○
Select/Play highlighted option ⊗
Move cursor D-PAD
Alternative Audio CLICK DOWN R3

EXCLUSIVE!

DRIV3R

Not one but two trailers! Don't miss all the action from ultimate crim-sim!

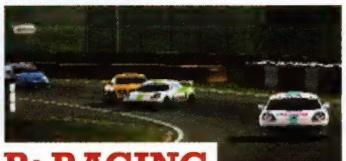
PLUS

RISE TO HONOR

Jet Li talks you through his upcoming PS2 sensation – with lashings of in-game footage!

JAMES BOND 007: EVERYTHING OR NOTHING

Thinking of getting the new JB game? Check out our footage beforehand.



R: RACING EVOLUTION

Compare and contrast *R: Racing* with *GT4* on our disc. Which is best? Take a look...

▶ THIS MONTH ON PSM2 DVD THE

PSM2 THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- ■ PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- ■ We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- ■ Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- ■ It's your DVD – that's why we put you on it! Our Pro Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 105)
- ■ We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- ■ But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot .
- ■ PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

WATCH IT ON THE DVD VIDEO

IT'S ON THE DISC!

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

BAD BOYS 2
NINA
JAMES BOND
RISE TO HONOR

DON'T MISS IT!!

IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) RISE TO HONOR
Head to Accelerator

2) DRIV3R
Check out Accelerator and Coming Soon

3) GRAN TURISMO 4
Watch Reviews

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

■ Want some more? Here's where it's at:

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.

Random Factor: Can't be arsed to *actually decide what it is you want to watch*? Simple, click here and let the disc magically choose something for you to watch.

Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Ha! Last month's secret footage was from Sony's Japan-only Kumauta – a singing polar bear simulator. We shit you not. To see Mr Furball swing his hairy pants enter Reviews, highlight Coming Soon and press down.

ACCELERATOR ▶

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

DRIV3R

- FIRST LOOK AT NAMCO'S LATEST, NINA
- THE RETURN OF THE MADNESS! IT'S MOJIB RIBBON
- JET LI TALKS YOU THROUGH RISE TO HONOR
- COME ON IN, THE POOL'S LOVELY! IT'S POOL PARADISE

COMING SOON ▶

■ The place to see exclusive footage from all the hot games of the future.

JAMES BOND: EON

- DRIV3R
- NIGHTSHADE
- SPYHUNTER 2
- PITFALL: THE LOST EXPEDITION
- BAD BOYS 2
- DOWNHILL DOMINATION
- ARC: TWILIGHT OF THE SPIRITS
- WHIPLASH
- GOBLIN COMMANDER: UNLEASH THE HOARD

REVIEWS ▶

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

GRAN TURISMO 4: PROLOGUE

- R: RACING EVOLUTION
- MAX PAYNE 2: THE FALL OF MAX PAYNE
- FLIPNIC
- KYA: DARK LINEAGE
- SECRET WEAPONS OVER NORMANDY
- URBAN FREESTYLE SOCCER
- MIDWAY ARCADE TREASURES
- ROGUE OPS
- I-NINJA
- DESTRUCTION DERBY ARENAS
- GROOVE RIDER
- HUGO BUKKAZOOM
- RESIDENT EVIL: OUTBREAK
- FATAL FRAME 2: CRIMSON BUTTERFLY
- ONIMUSHA: BLADE WARRIORS

PS2 TIPS ▶

■ Footage of expert PS2 players in action. Watch and learn. See Pro Dojo on page 100 for more.

WWE: HERE COMES THE PAIN

- EYE TOY: GROOVE
- PRO EVOLUTION 3 GOALS
- THE LORD OF THE RINGS: RETURN OF THE KING

EXTRAS ▶

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- THE DAY AFTER TOMORROW MOVIE TRAILER
- SHOWREEL
- RANDOM FACTOR

Letters

QUOTE OF THE MONTH: "MALE GAMERS FEEL THREATENED BY GIRLS WHO LIKE EXTREME GAMES, LIKE ME"

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk - subject line 'Letters'

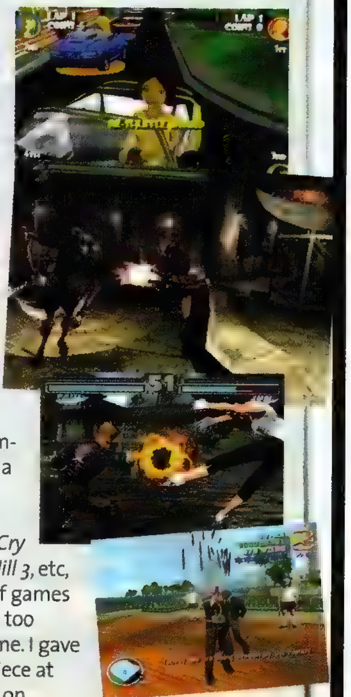
► **WRITE TO:** Letters, PSM2, Future Publishing ltd, 30 Monmouth St,
Bath BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets the PS2 game of their choice in return. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, we'll be sending you a copy to your door. Now – entertain us and your fellow readers. Let the prattle commence!

GRRRL POWER:

"I'D LIKE TO GIVE THAT BOY A GAME ON TEKKEN TAG. ME, KUNIMITSU AND KING WOULD GIVE HIM WHAT FOR! "



► **Dear PSM2,**

I'm only 14 and a girl but I'm a hell of a gamer. I'm no raging feminist, but I've just about had it with male gamers who think that 'extreme games are not for girls'. Over the last few weeks I've had a couple of cases of chauvinism when it comes to what games I like.

On Saturday I went into Game to buy *Chaos Legion*. I asked the guy at the counter if they had it in stock. He laughed and asked me if I was sure I wanted *that* game and then asked if I would prefer *Mary-Kate and Ashley* or *The Powerpuff Girls*. I was very offended. I said I didn't like those kinds of games. He then said he thought ALL girls liked those kinds of games! Even worse, both of those games are utter misery! I'd rather have my face kicked in than play that crap.

Do some men think girls can't handle extreme games like shoot-'em-ups or beat-'em-ups? Obviously not because when I started a conversation with a boy in school (who I know is a total PlayStation nut) about games such as *GTA: Vice City, Devil May Cry* (my favourite game), *Manhunt, Silent Hill 3*, etc, all he could say was that those kinds of games weren't for girls and that they are way too violent and gory for for someone like me. I gave that boy a piece of my mind – a big piece at that. I'd like to give that boy a game on *Tekken Tag Tournament*. Me, Kunimitsu and King would give him what for. I think male gamers feel threatened by girls who like extreme, intense or violent games. Girls like me.

Abby Hampton
Telford

Sadly, some boys are idiots, Abby. Any girl who buys *Chaos Legion* is alright by us. Fancy a date?

KAYE? BI-CURIOUS?: Look! Girls who play games! Here's Rachel Doherty (18), winner of the recent UK's Sexiest Gamer competition, pictured collecting her award from... um... some bloke.

PLAYSTATION2 MAGAZINE
PSM2
FINAL FANTASY 12
PSMDVD
HITMAN: CONTRACTS
GRAN TURISMO PROLOGUE
R: RACING EVOLUTION

INDIVIDUALISM

► Dear PSM2,

I was recently at a party, and we were going to have a four-player game. What really got me annoyed was the game of choice – instead of *TimeSplitters 2* (Best. Game. Ever.), we were playing the seen-it-all gameplay of *FIFA 2004*. Again.

In my utter disgust, I asked why this shoddy game was chosen. The other one's crap, they said! *TimeSplitters 2*, arguably the best FPS on the PS2, ignored for the second best footie game on the PS2, *FIFA*.

I still can't believe it. I also own *Dynasty Warriors 4* and *Ico*, two of the best games no one ever plays. I want to collect really good games, to be individual and not buy games everyone else buys.

But what's really funny is that people prejudge games before they buy them. People pick games like *Pop Idol* (hawk-spit!) and yet another *FIFA* game, instead of a genuinely involving puzzle game/hilarious game where the press of ◎ means fifty heavily armed warriors are sent instantly to their doom.

Games like these would sell much more if people knew how they played. That's why I read your magazine, because it gives genuine reviews on every game to suit every taste. So, join me in my quest – go out there and buy ignored games. And hopefully the fun will never stop.

Douglas Aithie, Scotland

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Keep 'em coming...

SENSE

I'm not saying *Vice City* is crap because, let's face it, it's brilliant!
Paul Grundy, Chester

An exemplary use of the discipline we call 'logic'. You will go far with this, Paul.

GOOD

Just think how good *Metal Gear Solid 2* was.
Tom Jackson, e-mail

We're thinking.

PORTY TRAINING: Look at it! How can it be anything less than absurdly brilliant? Here's hoping Sony put all the features you demand into PSP.

SPEAK TO THE TEAM MARCH 5TH !

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday March 5th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"THE PSP DESIGN IS, TO SAY THE LEAST, A BIT CRAP. IT HAS STUPID RIGID EDGES"

If people keep buying the good games, then the companies will keep making them. And tell your mates we called 'em dumbasses.

GRUMPY MILF

► Dear PSM2,

Before I get to my main point, there is something I would like to say. No matter what you claim, you are essentially "in bed" with Sony. You are a PS2 mag and are therefore inclined to say Sony's machines are better. Hence all the X-Box/*Halo* slagging. However, please don't be offended as I still love your magazine.

Now to my main point: PlayStation Portable. Im not denying that PSP sounds good, brilliant in fact, but something is worrying me. PSP will cost £180 pounds and to get the full benefit of it you will need a PSX, which will cost £500. That's £680! To top it all, the PSP design is, to say the least, a bit crap. It's horrible and flat and has stupid rigid edges.

I hate to sound like I'm knocking Sony, but I say this because I love them. I'm worried they're pouring loads of money into something that isn't gonna give much back. This brings me back to your being "in bed" with Sony. You print that PSP is the greatest thing since sliced bread, yet surely you must realise what a mess Sony are making of this. Only Milf would admit he didn't like it.

Josh Badger, e-mail

First things first, Josh (excellent surname, by the way), we're an independent mag and we say what we like. We think there's room for other consoles and we all enjoy playing games on them (why shouldn't we enjoy *Halo* and *Zelda* as well as *Manhunt* and *GTA*?), but at the end of the day we're a bunch of people that love the PS2 and the games it plays. So how does that make us "in bed" with Sony? Secondly, best wait until we've more info on PSP released before you decide that it's "a mess". OK?

STUPID HUNT: Rockstar are clever little code monkeys, aren't they? Yes. They are.

CLEVER GAMES

► Dear PSM2,

I got *Manhunt* for Christmas and I noticed a few things that have to do with *GTA3* and *Vice City*. Near the end of the game (when the journalist is doing the report on Starkweather) she mentions Carcer City's police chief, Gary Schaffer. In *GTA3*, on the Lips 106 radio station, a news report states, "In nearby Carcer City, police chief Gary Schaffer was cleared of corruption charges". It then continues to say, "Let's hope those missing witnesses turn up soon". Then in the journalist's apartment, in one room there are several blue and white shopping bags, with the word Gash written on the front of it. Gash is one of the department stores in the North Point Mall in *Vice City*.

Moira Spargo, via e-mail

Aren't games brilliant? Yes indeedy, they sure are.

PHONE PSM2 WITH:
DAN V IS COOL!
[illegible]

SNEAKING SUIT

► That *Metal Gear Solid 3*, then. Well ya know that two thirds of the game is in the jungle and Snake/Big Boss has a camouflage outfit? Is the blue/green outfit he has on under his camouflage (which you can see where he has his sleeves rolled up and around his neck) his sneaking suit for the later, interior section?

Simon Blyghton, e-mail.

Hang on while we consult the PSM2 robo-mind. It says: "Foolish fleshling! Though my circuits are far more effective than your pathetic meat-brain, I cannot see the future!". But you might be right. Good work.

FLOAT LIKE A BUTTERFLY: And then shoot its wings off with a gun. That's *Metal Gear*.

BLOOD

Blood in water is never really expanded on.

Nick Dobie, e-mail

Jesus, you're right.

MORE BLOOD

When you injure a player, you should see their blood.

Jonathan Foster, email

What is it with you lot and blood this month?

YOUNG

I'm 11 so I can't work.

Gary Chivers, Co. Antrim

Lucky you. Work sucks.

GAMES

Do these people not play games at the present time?

Noz Howard, Milton Keynes

Apparently not, er, 'Noz'. Is that your real name?

ASS GAS

There's nothing like a good, hard guff.

Billy Griff, Nottingham

Repulsive though you are, we can't disagree.

ONLINE

If I had a penny for every time someone said "you're in the Third Place"...

Chris Mill, Dudley

You'd have approximately 14p?

Keep 'em coming.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

THE LATEST ISSUE OF PSM2. IT IS
WITHOUT A DOUBT THE GREATEST MAGAZINE EVER!
Mr. R
ADE
JORIN
DAN G
DAN V

HUGO IS A SHITHEEL

► The other day I had an impulse to impulsively go to WHSmiths and impulsively buy an impulsively good-looking Xbox. I managed to step back, however and reflect and clear my head. Give me ONE good reason why I should buy a PS2 and give me FIVE impossible-to-ignore games. I shall make purchases should your reasons satisfy me. If unsatisfactory, I shall buy an Xbox, while kidnapping Milf, Dan D, Jorin, Dan G and Dan V (I'll leave Ade) and make them play *Hugo Bukkazoom* 24 hours a day, seven days a week. See pic.
Mr. R, e-mail

Everybody step away from the mentalist dumbass.

FREUDIAN MUSINGS

► Who's the bloke in all the *Snake Eater* screenshots? Snake? Big Boss? No, You! Kojima should kill the endless fan speculation dead by allowing the player to put his (or her, lets not have stereotypes) face in to the game. That's right, using the astoundingly clever feature from *THUG* you, yes YOU, can be the hero of what might be the best action game ever. You could even include a feature that allows you to write your own profile and back story, not that it would impact on the gameplay at all – it'd just be for a bit of a laugh, hi-larious. If it's a bit extreme to want to be the star of the adventure, your face could crop up as an annoying character who gives cryptic tips via the codec, but then crazily turns out to be the final boss. OR, bear with me, Snake could be walking through a bloody clearing in the trees, the air still thick with gunsmoke due to a particularly messy encounter with a group of scouts. He's wounded and desperately needs rations and is about to dive back into the dense forest – in case reinforcements turn up – but out of the corner of the screen the player notices one of the dead soldiers in particular, who looks a bit like..."Holy crap! I've killed myself! I've become everything I've ever hated..."

Something Freudian in that, no?
Richard Wilkin, e-mail

Excellent work, Dick – can well call you Dick? And entirely in keeping the brain-monging post-modernism of *Metal Gear*.

WRITE TO PSM2 WITH:
FFX-2. THE BEST FINAL FANTASY YET?
[illegible]
HAGGIS. FINE OR FOUL?

FRCHRISAKES...

► Can the PS2 play Xbox games?
Seymour Christian, e-mail

Nice to know that there's always a dickhead around when you need one.

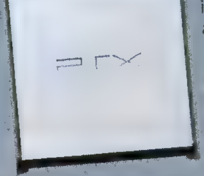
© Kobal

► ASK THE PSM2 ROBO-MIND

All your techie questions answered. Our mechancial brain knows all! True.

YOU PSX-Y THING

► Dear PSM2,
Right then. Those lucky folk in Japan can pop down to the local branch of Dixons in Akihabara and buy themselves a fancy new PSX. And frankly, I'm jealous. So jealous that I'm shitting blood (although that could be my arse grapes). Anyhoo, what I want to know is: should I import one? I'm desperate to get one. It looks so cute and white and multi-functional and it'll look great under my frickin' enormous Sony Wega TV.
David Hersch, e-mail



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EASY PSP-SEE

I'm really looking forward to the PSP. Game Boy Advance SP eat your heart out! But can you clear something up for me? I'm wondering whether it'll be compatible with PSone and PS2 games given the technology inside it and all the claims that it'll be as powerful as the PS2.
Phil Etheridge, Loughborough

[illegible]

MR FIXIT

► Dear PSM2,
Aaargh! I'm going mad! My PS2 has started to play up. It won't boot up my games every time. Sometimes it just likes to make a humming, clicking sound and only part-loads a game. Other times it won't do a thing and it only successfully plays games about half the time! I've tried sitting it flat, standing it vertically, giving it a little shake and nothing helps. What should I do? I'm going mad without my daily fix of *Manhunt*, *Vice City* and the rest. Heeeeelp!
Nicholas Ward, Tewkesbury

[illegible]

PLAYSTATION 2 MAGAZINE
PSM2

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"WHICH DIABOLICAL FILM LICENCE OUTSOLD UBISOFT'S SUPERB XIII?" SEE PAGE 26 TO FIND OUT

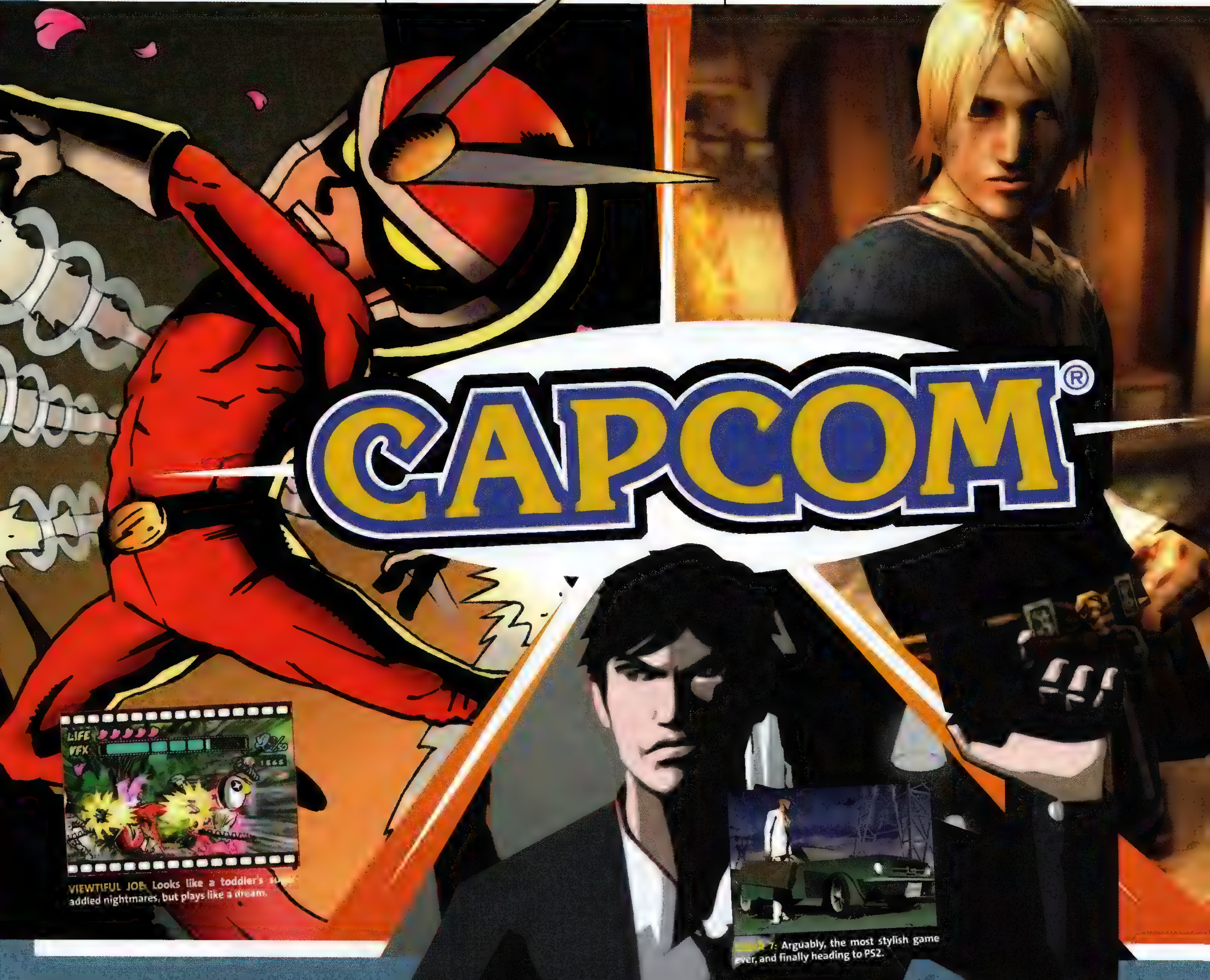
Accel

24 **Killzone** Everything you need to know about *Killzone* – Sony's biggest game of 2004 – from ISA troopers to developers gurgling bloody murder.

18 **Burnout 3** Faster than watching The Fast and the Furious on Fast Forward, EA snap up PS2's sexiest online racer. Get the first details now!

26 **Time Splitters 3** Will EA give *anyone* a chance? Not if they keep snapping up genius multiplayer games like 'Splitters. Oh, its online too.

You want more?! Okay, what about the latest on **Grand Theft Auto 5** (18), **Red Dead** (19), **Miami Vice**(22) and **WWX Rumble Rose** (23)



VIEWTIFUL JOE: Looks like a toddler's su addled nightmares, but plays like a dream.

7: Arguably, the most stylish game ever, and finally heading to PS2.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

ONE! TWO! THREE! IT'S A VIEWTIFUL DAY

Capcom confirm killer Gamecube defections as Onimusha guru unveils his Trojan horse. It's a PS2 Triple whammy!

LIVE AND DIRECT FROM AROUND THE GLOBE

Not one, not four but three – *three*, for the love of Mikami – stone cold classics are on their way to PS2, courtesy of Capcom. Officially announced at the company's annual press bash in Las Vegas last month, former Gamecube exclusives *Viewtiful Joe* and *Killer 7* are going through the PS2 transmutation process, along with the brand-new *Shadow of Rome* from the mastermind behind *Onimusha*, Keiji Inafaune. For those with a limited grasp of Latin: that's some shitting good news.

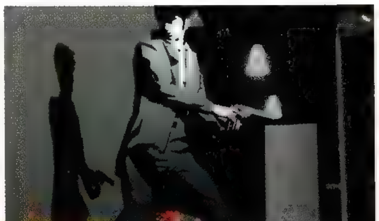
Viewtiful Joe is basically an old-school 2D scrolling beat-'em-up, but it's much more than that. You play the titular super-hero *Viewtiful Joe*. It's your super powers that really make the game as good as it is – you can slow down and speed up time, which makes for some acrobatic fighting, but also allows for some truly inventive puzzles. Slowing down time, for example, slows down the rotors of a helicopter, so it falls from the sky, or allows a drop of water to swell to immense size so that it's heavy enough to activate a switch. Its cartoon looks are astonishingly beautiful in motion.

Killer 7 sports similar cel-shaded visuals, but with a film noir twist akin to *Max Payne*. Capcom are keeping the fine details shrouded, but we do know that you play as wheelchair-bound assassin Harmon Smith, the 'God Killer', blessed with seven different personalities. He's up against Kun Lan (God Hands) and each personality bestows a different ability, such as being able alter the path of bullets. An it's by Shinji Mikami for crying out loud! Lots more next month.

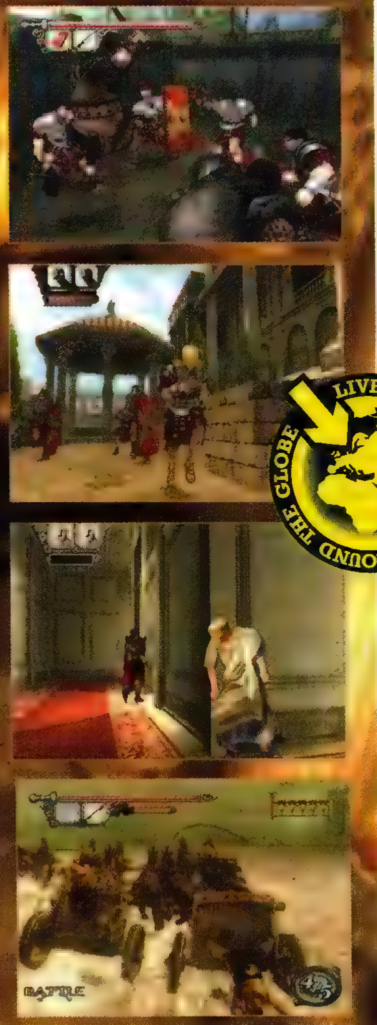
"STONE COLD CLASSICS ARE ON THEIR WAY TO PS2"

Finally, there's *Shadow of Rome*. Set in 48BC, the game revolves around the assassination of Julius Caesar. There are two playable characters: Agrippa, a soldier, (whose father is accused of the murder) and his friend Octavious, who handles the toga-swishing stealth and adventure elements of the game.

PSM RECKONS *This is all very good news. Inafune's Rome has initially been dubbed 'Onimusha in Rome'. It actually looks set to be much more than that, with a fully-realised city to explore and a wealth of differing gameplay styles, from chariot racing to gladiatorial combat. And Joe and Killer are bursting with much needed originality. Thanks Capcom. You're ace.*



THE HARD CEL: The shading looks like a cartoon but the blood and guts are shockingly real.

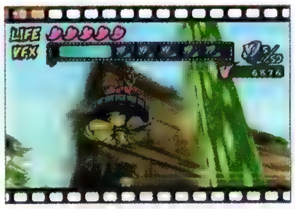


SHADOW OF ROME: Slicing! Running! Peeking round corners in a toga! Given the quality of Onimusha, we've every reason to be excited.

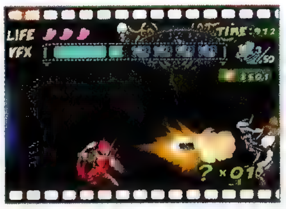
THREE FAT REASONS WHY VIEWTIFUL JOE ROCKS

Viewtiful Joe is brilliant. Amazing. A dayglo slice of laugh-out-loud, play-all-day fun. It's so good that stony-faced art ed Milford Coppockian has this to say on the matter: "It reminds me of why I started playing games in the first place. Every time I play it, I can't stop smiling". What higher recommendation can there be? None. There is none.

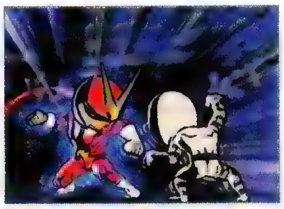
MILF APPROVED!



MACH SPEED! Speed up time and you can make rotors spin faster to raise this platform over obstacles and kick the shit out of goons.

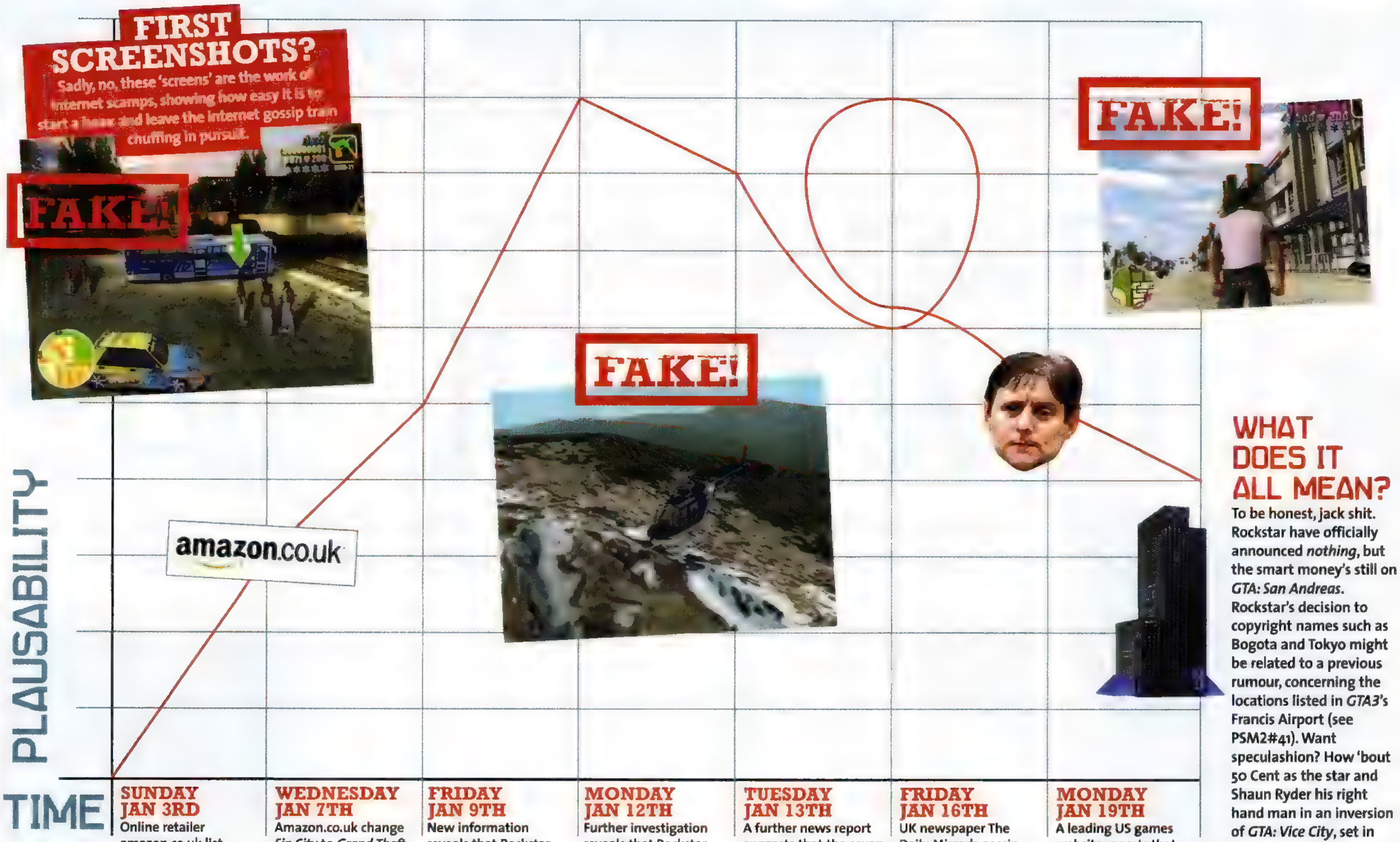


SLOW DOWN! Being shot to pieces by six gun-toting bad guys? Then slow down time to kick their bullets back at them.



CLOSE UP! You can also 'zoom in' for even more super abilities. *Viewtiful Joe* is more superheroic than 'proper' superhero games.

A MONTH IN THE LIFE OF: GRAND THEFT AUTO 5



FIRST SCREENSHOTS? Sadly, no, these 'screens' are the work of internet scamps, showing how easy it is to start a hoax and leave the internet gossip train chuffing in pursuit.

SUNDAY JAN 3RD Online retailer amazon.co.uk list *Grand Theft Auto IV: Sin City* for release on November 5th, 2004, leading internet news sites to speculate that this *must* be the game's official subtitle.

WEDNESDAY JAN 7TH Amazon.co.uk change *Sin City* to *Grand Theft Auto: Next Episode*, for release on December 31st 2004, leading internet news sites to speculate that this *must* be the game's official subtitle.

FRIDAY JAN 9TH New information reveals that Rockstar registered the names *GTA: San Andreas*, *GTA5* and *GTA6* through the US Patent and Trademark Office in December 2003. *Sin City* is nowhere to be found, casting further doubt on the Amazon.co.uk release list.

MONDAY JAN 12TH Further investigation reveals that Rockstar registered *ten*, not three, copyrights back in mid–December 2003. The new titles are *GTA: Sin City*, *Grand Theft Auto: Sin City*, *Grand Theft Auto: San Andreas*, and the brand new *Grand Theft Auto: Bogota*, and *Grand Theft Auto: Tokyo*.

TUESDAY JAN 13TH A further news report suggests that the seven new names *weren't* registered at the same time as *GTA: San Andreas*, *GTA5* and *GTA6* in mid-December, and were subsequently added as a smoke screen by an irate Rockstar games.

FRIDAY JAN 16TH UK newspaper The Daily Mirror's gossip column, 3AM, 'exclusively' reveals that ex-Happy Monday's frontman and drug-frazzled Madchester icon, Shaun Ryder, will voice a character in the next *GTA* game, according to close friends of the addled ex-singer.

MONDAY JAN 19TH A leading US games website reports that the next GTA will be compatible with Sony's Hard Disc Drive (HDD), letting users rip their own soundtracks and add new cars and modifiable missions. The leak comes from a 'friend' of developers Rockstar North, apparently.

WHAT DOES IT ALL MEAN?

To be honest, jack shit. Rockstar have officially announced *nothing*, but the smart money's still on *GTA: San Andreas*. Rockstar's decision to copyright names such as Bogota and Tokyo might be related to a previous rumour, concerning the locations listed in *GTA3*'s Francis Airport (see PSM2#41). Want speculashion? How 'bout 50 Cent as the star and Shaun Ryder his right hand man in an inversion of *GTA: Vice City*, set in the present day, natch. Could *GTA* be set in early 90s Manchester with an indie soundtrack? We sincerely doubt it...

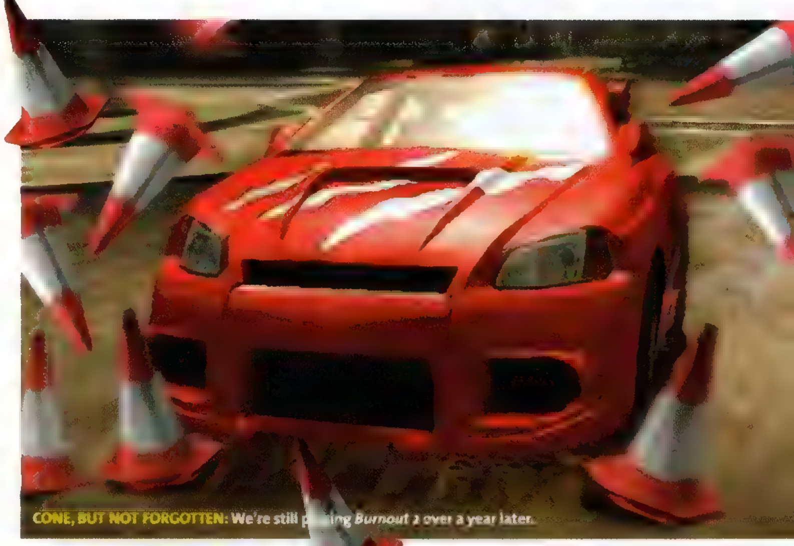
BURNOUT 3

EA stock garage with PS2's fastest online racer.

We're not sure how this sits with existing mod-heavy street racer *Need for Speed: Underground*, but Electronic Arts have signed the rights to *Burnout 3*. The game's being developed by UK developers Criterion, who're also working on explosive FPS *Black* (unveiled in PSM2#44), and mystery driving game *Dust Storm*. While *Burnout 3* won't be a *radical* departure from its forbears, we're promised online play for the game's mid-late 2004 release. In fact, the game's already up and running over a Local Area Network (LAN) through Network Adaptors and moving *waaay* more quickly than we've a right to expect.

Details? Outrageous car-mods will play a bigger part, with engines poking out of bonnets and unrivalled damage modelling. The first screens look almost too good to be true, with an outrageous blurring effect on the rear wheel, but PSM2 can confirm that this level of detail is visible in-game. The leap's not as marked as between *Burnout* and *Burnout 2*, but the game rips along fast as ever. Criterion won't release the online mode unless it runs at blistering pace – a far cry from EA's *FIFA 2004* or *NFS: Underground* – so we're highly optimistic. More next month...

These guys know the shiz and totally mean business. This will rock. Guaranteed.



CONE, BUT NOT FORGOTTEN: We're still playing *Burnout 2* over a year later.

RED DEAD REVOLVER

BUFFALO KILL: If they can fix RDR's problems they have yet another hit.

RED DEAD REVOLVER

It's back! BACK! Hello? Anyone? Rockstar tackle the wild, wild west...

R*ed Dead Revolver? Anyone? Hmmm?* Capcom's excursion into wild west shoot-'em-up action was first announced at E3 2002, and then proceeded to slip and slide down the release schedule until, well, it pretty much disappeared, Capcom seemingly having given up on it. But it's far from dead, as – ta da! - Rockstar no less have snapped it up and plan to release it this spring.

Rockstar San Diego (previously Angel Studios), to be exact, have taken on development duties and you may recall that they were behind the excellent *Smuggler's Run* games and more recently, the er, less-than-inspiring *Spyhunter 2*. Apparently they've overcome the control problems, taken the core third-person gunfighting gameplay and made it a more "gritty and dark game with a tongue-in-cheek sense of humour". Sound intriguing? We thought so too.

PSM RECKONS *From what we saw of early versions of the game, Red Dead Revolver certainly has promise, but was not without its problems – namely the fact that the game's perspective didn't allow you to see and target enemies correctly. We're certain, however, that Rockstar will iron these niggles out.*

> "A TONGUE-IN-CHEEK SENSE OF HUMOUR"

WIN! A DVD PLAYER AND FAMILY GUY DVDS!

Homer Simpson bought his daughter a pony. James Stewart came back from the dead. Heiachi Mishima, er, threw his son in a volcano. But the greatest family man is Peter – the overweight, couch-loving patriarch of the hilarious Family Guy TV series. Unfortunately, like a great artist or musician, Family Guy's full brilliance wasn't appreciated until after it's death (or in this case, series cancellation) two years ago. Since then it's popularity has skyrocketed and new fans have discovered the joys of Stewie the diabolical megalomaniac baby and Brian the super-brained family dog.

Rumours say that Family Guy is about to be resurrected to bring us all new tales of suburban madness. So, there's no better time to re-aquaint yourself with the dysfunctional adventures of the Griffin family. Yep – the complete Family Guy DVD Collection is on sale in the UK from February 23rd and – you'll never guess – we've teamed up with Twentieth Century Fox Home Entertainment to give five sets away... oh, and one person will also receive this shiny new DVD player to watch it on.

QUESTION:
What is the correct term for a family of Whales?

A) A gaggle
B) A pod
C) A swarm

Answers on a postcard to: "Who's Your Daddy?". PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. The closing date is 12 March and no multiple entries you cheating swines!

FOX TV DVD
www.foxtvdvd.co.uk
FAMILY GUY
Family Guy
SEASON ONE
SEASON TWO
SEASON THREE

KAZ HIRAI'S ALL-SEEING EYE!*

Rather than the usual guff explaining why the boss of Sony America hosts a rumours column based on a vaguely amusing co-incidence at successive trade shows involving... stone me... the PS2 Network Adapter, I've decided to write a little song about the time I went to the shops and couldn't find a copy of favourite FPS. [to the tune of Benny Benassi's Satisfaction] EEEEeeee. UUUUrrrr. EEEEEeee. EEEeee. EEee. Urrr. UUUr. I can't get no... EEeee. EEee. Urrr. UUUr... Rrr-ed-ed-Faction. Rrr-ed-ed-facti... oooa... AARRGGHH! ARGH! WHY ME? Tell me, oh merciful lord? They could've got Phil Harrison for half price. HALF PRICE! Nnngh. Why couldn't I have held the hard drive? Answer me that, eh?

SEGA TO RESURRECT BRUISING OLD SCHOOL FRANCHISE

Aside from the delayed PS2 update of *Altered Beast* – and inevitable conversion of *Outrun 2* – Sega are working on three secret titles. One will be revealed at E3 2004 (May) and may involve a colloboration with Director Jon Woo's Tiger Hill Entertainment studio. Another title will be unveiled at TGS later in the year, but latest rumblings suggest a conversion of classic Megadrive free-roaming scrapper *Streets of Rage*. When we grilled Sega for confirmation, their spokeperson was *very* eager to change the conversation... so the signs are good.

SECRET KONAMI TITLES UNWITTINGLY REVEALED

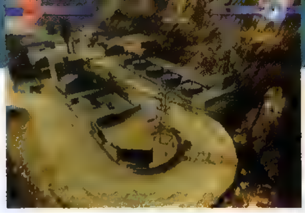
In late October 2003, Konami applied for copyright protection on four previously unnanounced titles, *Forced Rep*, *GigaDrake*, *Muscle Navi* and the self-explanatory *Frogger Rescue*. We know they're publishing a game by the original *Ridge Racer* team, so pick the title from the first three, should you feel so frivilous. Alternatively, they could be PSP titles, with Konami to make some big handheld announcements at E3. Rumours, eh? So nebulous...

PSP MUSCLENAVI
GIGADRAKE FORCED REP

CAPCOM KILLER 7 SUPREMO WORKING ON ZOMBIE CAMERAMAN GAME

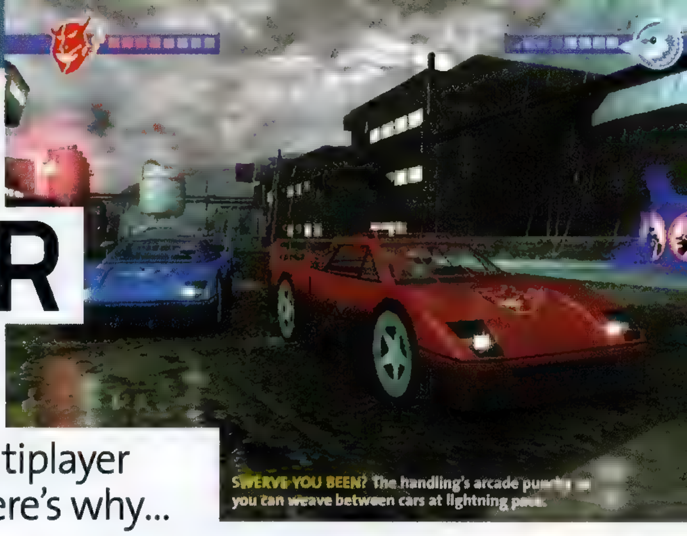
The Director of hotly anticipated Gamecube – and soon to be PS2 – title *Killer 7*, Gouichi Souda, is working on a 'suspense' game provisionally titled *Michigan*. The game's set in Chicago – huh? – where reporters are investigating a mysterious fog that seems to be turning people into zombies. Your job isn't to kill the undead, but – in a bizarre twist on the survival genre – record as much exciting footage as possible before you run out of tape.

(*) The column that really should be known as Rumours...

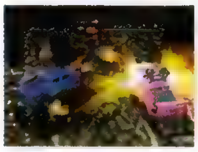


BEST MULTIPLAYER GAME ON PS2?

Micro Machines meets Burnout in Empire's dastardly multiplayer game called... er, actually it hasn't got a name yet? And here's why...



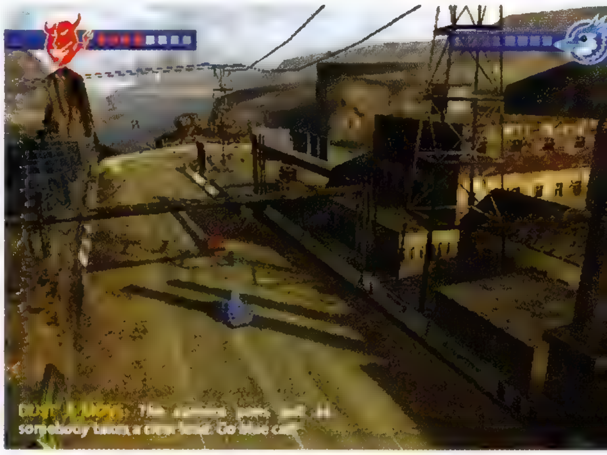
SWERVE YOU BEEN? The handling's arcade [illegible] you can weave between cars at lightning pace.



Y'see, it did have a name – which we *loved*, and can't mention, sorry– but it clashes with an existing firm's copyright. Result? We're left with the most addictive multiplayer game since *TimeSplitters 2* and don't know what to call it. Er, it's a bit like *Micro Machines*, *Burnout* and *Twisted Metal*, so we could refer to it as 'Microburn Metal' perhaps. Or 'Microutwist'. Or, erm, 'Project: MB&T'. But that'd be *rubbish*, so we'll concentrate on why we keep losing our lunch hour to tiny cars, swearing like Ozzy Osborne under an ATV and loving every second.

The premise is simple. Four cars race together, and you have to reach the 'end' of the screen to push your rivals out. Yeah, exactly like *Micro Machines*. There's loads of different game modes, but first to 20 points (4 for a win, then descending in order) is a scream. Twist? You can collect power ups like missiles, oil slicks and a disorienting smart bomb, plus – check this – use a laser sight to target the remaining racers when you crash out. We're playing a level that resembles the freeway in *Burnout*, complete with maniacal swerving trucks, and can't believe the friendship threatening levels of competiton.

PSM RECKONS Simple, yet compelling – it's, er, something to do with see-saw nature of scoring and the ability to gang up on people – this is the first welcome shock of 2004. We'll have a name soon, just remember where you didn't read it first.



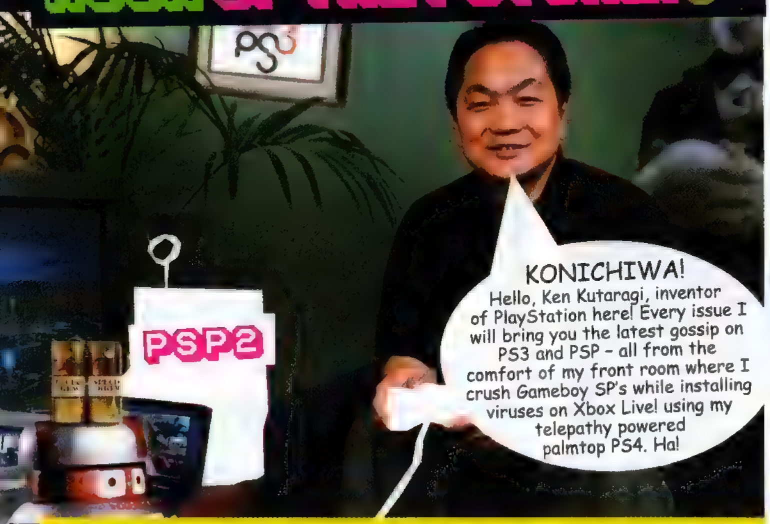
[illegible] The [illegible] somebody takes a [illegible] Go blue car

---

***Miami Vice* is heading to PS2** courtesy of Davilex, publishers of **the atrocious *Knight Rider*.** Good news: the game's a **third-person action adventure** in the vein of ***GTA: VC*,** developed by the fellers behind *Robin Hood: Defender of the Crown*. **Bad news:** Davilex have also announced ***Knight Rider 2*,** with both games due late 2004.

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!

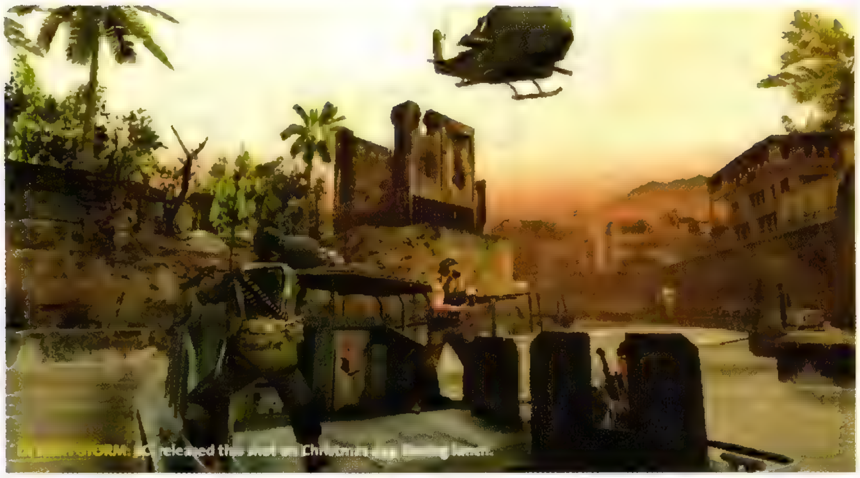

PSP2
KONICHIWA!
Hello, Ken Kutaragi, inventor of PlayStation here! Every issue I will bring you the latest gossip on PS3 and PSP – all from the comfort of my front room where I crush Gameboy SP's while installing viruses on Xbox Live! using my telepathy powered palmtop PS4. Ha!

While it's easy to poke fun at Nintendo's new handheld, the Dual Screen DS, my humble demeanour and implicit knowledge of Japanese business etiquette forbids it. That said, *two* screens. TWO! Are they frikkin' mental? I mean, we might have two eyes n'all but – sod me – we're not bloody chameleons! But, er, as I said, I'd never say a bad word about somebody else's product

In PS3 news, Getaway Director Brendan McNamara – look, don't get me started – has formed a new development studio in Sydney, Australia, working on... cost me £10m, that, you know... an exclusive PS3 title for SCEA. If it's anything like *The Getaway* – did I say it cost £10m? – it will probably be brilliant. Y'see, *respect*.

Another quickie, I did consider making the PS3 pad look like a DualShock 2, but with wireless connection and a trigger under the right hand side.

Well, I'm all out of love for now, but join me for more revelations next month, mentalists!



[illegible]STORM: SCi released this shot on Christmas day [illegible]

CONFLICT SPOILS XMAS

Lesson 1: How **NOT** to launch your big game of 2004.

Everyone's got something to occupy them on Christmas day, be it turkey, unwrapped presents or playing *Fame Academy* on a 14" portable television.

But not our friends at SCi. Oh, no. While the rest of the world was toasting sweet baby Jesus in creased novelty socks, the ever-charitable publisher was preparing the greatest gift of all... *oooh, we can hardly say it*... the first screenshot of *Conflict Desert Storm: Vietnam*. First screenshot!. It's too exciting for non-swear words! Some people might argue that Christmas is a time for quiet reflection *but not the kindly folk at SCi*. For those of you who were too busy kissing granny, we've reprinted the screenshot above. Yes, indeed, Christmas wouldn't have been the same again without hovering over a PC with a picture of three pre-rendered men in a harrowing war zone.

OK, CDS: Vietnam will probably be totally brilliant and launches in September 2004.

koei
www.koei.co.uk

PlayStation 2

Brave souls, come forth!

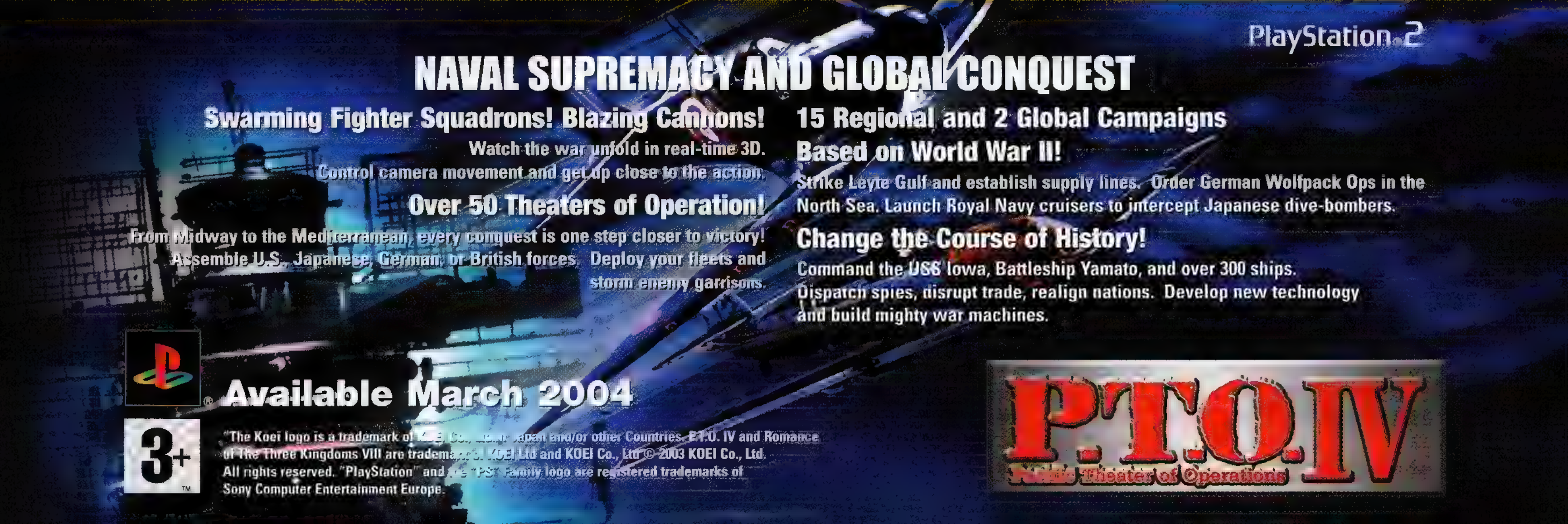
Romance of The Three Kingdoms VIII

Bitter Enemies, allied schemes, and War Council directives intertwine in a rich tapestry of intrigue!

- 54 Scenarios plus one fictional story
- Over 600 Commanders plus 100 Officers you create.
- 1 to 8 players, with over 40 different endings
- Forge relationships through new events such as "Marriage" and "Sworn Brother"
- 15 new Tactical skills including "Flaming Arrows," "Surprise Attacks," and "Sorcery"
- Begin the game at any year

7+

Available March 2004



PlayStation 2

NAVAL SUPREMACY AND GLOBAL CONQUEST

Swarming Fighter Squadrons! Blazing Cannons!

Watch the war unfold in real-time 3D. Control camera movement and get up close to the action.

Over 50 Theaters of Operation!

From Midway to the Mediterranean, every conquest is one step closer to victory! Assemble U.S., Japanese, German, or British forces. Deploy your fleets and storm enemy garrisons.

15 Regional and 2 Global Campaigns Based on World War II!

Strike Leyte Gulf and establish supply lines. Order German Wolfpack Ops in the North Sea. Launch Royal Navy cruisers to intercept Japanese dive-bombers.

Change the Course of History!

Command the USS Iowa, Battleship Yamato, and over 300 ships. Dispatch spies, disrupt trade, realign nations. Develop new technology and build mighty war machines.

Available March 2004

3+

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P.T.O. IV
Pacific Theater of Operations

STARSKY & HUTCH

STARSKY & HUTCH

See the Starsky and Hutch movie for FREE before anyone else – with PSM2!

The new Starsky and Hutch film hits the UK on March 19th of this year of our lord 2004, and YOU AIN'T GONNA BELIEVE THIS! We've got thousands of tickets up for grabs for exclusive preview screenings of the film before its nationwide release! How cool is that? Cooler than Walt Disney's cryogenically frozen head, for starters!

If you've seen the trailer for the film you'll know that it's frikkin' funny and stars two of PSM2's favourite dudes: Ben Stiller and Owen Wilson. Hey!

So what do you have to do? Simple. We've teamed up with The Film Factory for this blingasm of a compo, so for your chance to see this film for free log on to www.thefilmfactory.co.uk/playstation and leave your details. If you're quick enough you'll be sent two tickets, which can be used at one of ten cinemas nationwide that will be hosting the preview screenings. See the box over there for times 'n' places. It couldn't be simpler!

Even a Grade-A dumbass can grab this shiznit, but you'd best get over to The Film Factory sharpish, as these red hot tickets won't wait forever...

filmfactory

Vista International

MMMM, YEAH. I'LL HAVE A PIECE OF THAT FREE CINEMA TICKET ACTION!

Attention. Here's the cinemas that are – madness! – prepared to let you in for free to see Starsky & Hutch before it officially opens across the country. If this is one of your locals you're halfway there already! See over there for how to get your FREE tickets with PSM2!

MANCHESTER FILMWORKS
Printworks, 6-8 Dantzic St, Manchester M4 2AD.
Be there 6.30pm. Show starts 7pm.

CARDIFF UCI
Hemmingway Road, Atlantic Wharf, Cardiff Bay, CF1 5JY.
Be there 6.30pm. Show starts 7pm.

NORWICH UCI
Riverside Leisure Park, Wherry Rd, Norwich, Norfolk,NA1 1XA.
Be there 6.30pm. Show starts 7pm.

NEWCASTLE SILVERLINKS UCI,
Silverlink Retail Park, North Shields, Newcastle, NE28 9NG.
Be there 6.30pm. Show starts 7pm.

PRESTON UCI RIVERSWAY,
Ashton-on Ribble, Preston, PR2 2QY.
Be there 6.30pm. Show starts 7pm.

LONDON WHITELYS UCI,
Whiteleys of Bayswater, Queensway, London W2 4YL.
Be there 6.30pm. Show starts 7pm.

DERBY UCI,
Meteor Centre, Mansfield Road, Derby, DE2 4SY.
Be there 6.30pm. Show starts 7pm.

BRIGHTON UGC,
Brighton Marina Village, Brighton, East Sussex, BN2 5UF.
Be there 6pm. Show starts 6.30pm.

GLASGOW UGC,
7 Renfrew St, Glasgow, G2 3AB
Be there 6pm. Show starts 6.30pm.

BIRMINGHAM UGC,
Bristol Road South, Rubery Great Park, Birmingham, B45 9JL.
Be there 6pm. Show starts 6.30pm.

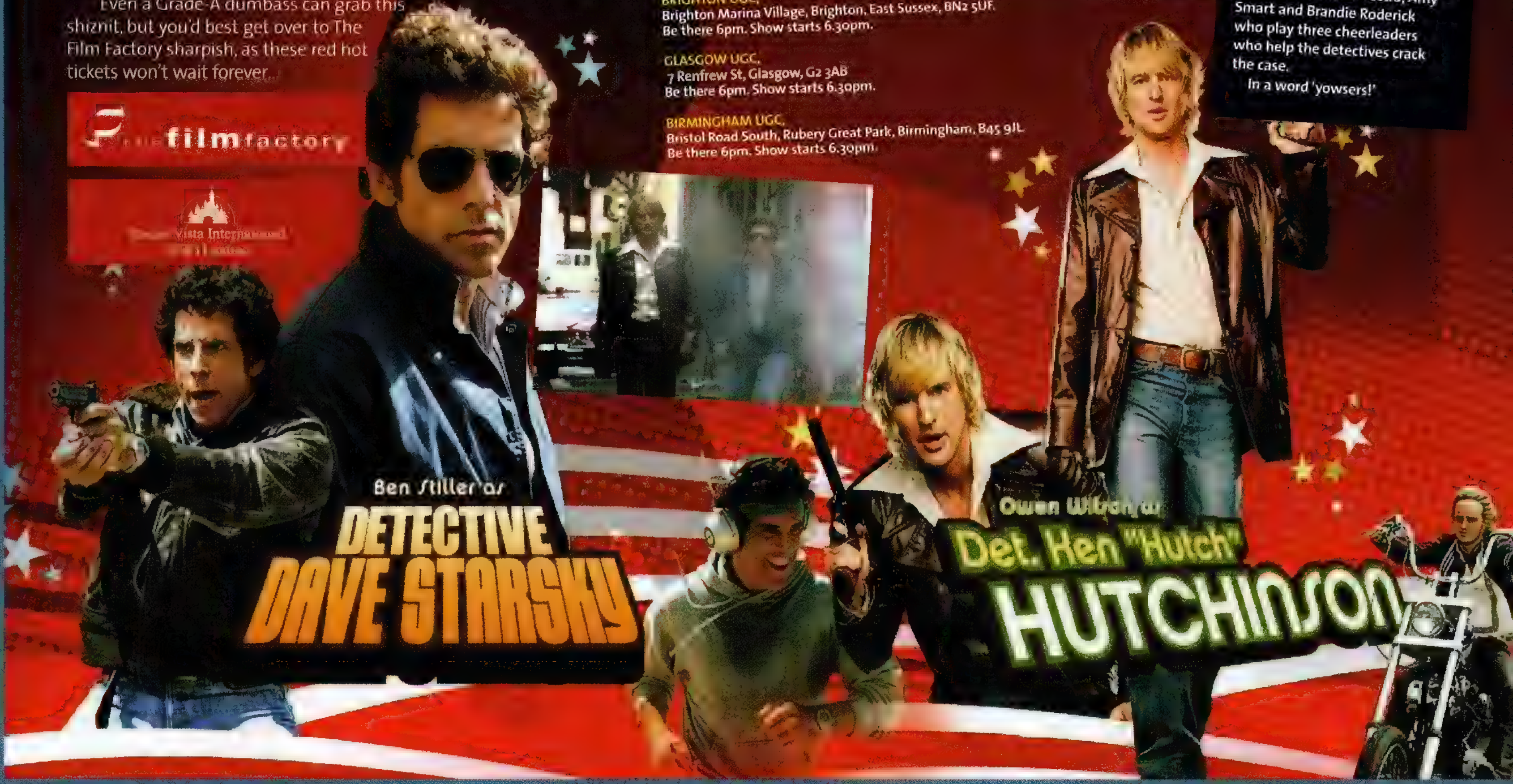
DUDE! WHAT'S IT ALL ABOUT?

In Starsky & Hutch, the origins of the charismatic crime-fighting duo, David Starsky and Ken "Hutch" Hutchinson, are finally revealed when these undercover Bay City detectives are partnered for their very first assignment.

Ben Stiller plays the tightly wound Detective David Starsky who is thrown together with Owen Wilson's easygoing Detective Ken Hutchinson on a high-stakes case.

Platinum-selling rapper and actor Snoop Dogg plays their savvy street informant Huggy Bear. And Vince Vaughn is on hand as a smooth-talking entrepreneur with an eye towards the future. PLUS lady action in the shape of Juliette Lewis and Carmen Electra, Amy Smart and Brandie Roderick who play three cheerleaders who help the detectives crack the case.

In a word 'yowsers!'



EVERY ROSE HAS ITS HORN

I see you baby, shaking that ass. And what a lot of ass there is. Konami tackle the delicate subject of lady wrestling in **WWX: Rumble Rose**.

After much research and highly scientific experiments involving beer and jazz mags, Konami have apparently come to the conclusion that blokes like girls – which is why they're publishing *WWX: Rumble Rose*, which is to wrestling games what *Dead or Alive* is to beat-'em-ups. ie, stuffed full of tits, ass and plenty of subtextual lady-love.

Don't scoff. It's being developed by Yuke's, the folks behind the popular *and* excellent *Smackdown* series. *Rumble Rose* doesn't try to hide its, er, assets, or pretend to be anything other than a means of getting ladies to wrestle each other into compromising positions – and hoo-boy, those ladies look *good*. But it's not all cat-fighting for the sake of it – the grappling system itself sounds pretty intriguing. You're able to add taunts to your moves and combos, in order to goad your opponents. This will apparently feed into your wrestler's personality and wrestling style. Iiiiiinteresting, yes? Yes.

Coming from Yuke's we're sure this will play as good as it looks, but *Smackdown* publishers THQ must be a bit worried that the game will be a bit too similar to their own money-spinner...

PSM RECKONS WWX: Rumble Rose *is absurdly pervy, but we like its style. And there's no reason why it shouldn't compete with the best wrestling games, critically-speaking.*

CHEEKY CHAPS: Looks kinda like inflatable scouse Jennifer Ellison, no?

PSM2 Idol

RESULT!

There can be only one – and it's Nathan Irvine from Lancashire

First of all thanks for all your reviews. Some of them were great. No really. Some of them were awful. But, hey, thanks anyway!

If you've been following our PSM2 Idol coverage you'll know that before Christmas 2003 we gave one PSM2 reader the chance to come and work for us, here in the PSM2 office, as our new writer. Yes, the chance to – quite literally – play games for a living.

We interviewed six fellas in the new year (all of who were great – thanks, men) but one candidate just shaded it. Welcome to the team one Nathan Irvine of Lancashire.

Nathan impressed us with his writing, his spectacular (soon to be revealed) hair and is penchant for holidaying on 'Ibeefa'. This man knows games and from next month he'll be at the PSM2 frontline telling you all about them. A round of applause please.

RULE NO: 36
HONOUR TRADITION

EVERYTHING YOU NEED TO KNOW ABOUT KILLZONE

Guns, grunts and gurgling machete kills... the inside scoop on PS2's hottest shooter from the magazine that broke Killzone to the world.

BLAGGER'S GUIDE

1) Developers Lost Boys signed with Sony in 1999, after presenting them with three work-in-progress projects, plus a technical demo involving curved surfaces set on an oil platform. The tech demo sealed the deal.

2) *Killzone* started life as *Kin* and was 'accidentally' touted by a Sony insider as a "Halo-beater" to drive anticipation.

3) Dutch developers Lost Boys changed their name to Guerilla in 2003, shortly after *Kin* became *Killzone*.

4) The game inspired an unprecedented number of 'fan' web sites before the official announcement, suggesting that Sony wanted to build *Killzone* by word of mouth (like *GTA: Vice City* and kentpaul.com), using 'amateur' fan sites to leak official first shots.

5) The team's design motif is 'reality with a twist', with the 'wealthy' levels of the game based on the Costa Brava. The Helghast uniforms were inspired by German WW2 uniforms and Cold War Russian garb to look as functional and mass-produced as possible.

6) PSM2 was given a sneak video peek of the game in April 2003, but sworn to silence, which we reluctantly observed.

7) You can only carry three weapons at any time, including a close range melee blade.

8) The two playable characters revealed so far are Templar (big fella who can crash through walls) and Luger (stealthy chap who can climb ropes). Who you play affects your path through the game.

9) The game's set in the near future, where a group of militia called the Helghast are attacking Earth's colonies. You take control of a group of ISA soldiers to infiltrate enemy lines and restore order.

10) The stirring soundtrack is courtesy of the 72-piece Russian Philharmonic orchestra backed by a 40-strong choir.

BATTLES!

To flush out the enemy, you must work as part of a team, providing covering fire and timing your reloads so as not to get caught out by eagle-eyed foes. In the Slum Streets level you've got to work methodically, juxtaposing violent charges with measured accuracy to take out a distant gun emplacement. Even then, a personnel carrier rears into view and troopers start to abseil in like dirty rain... it's terrifying. The fight scenes feel genuinely frenetic – think the street scenes from Black Hawk Down – with discordant ambient rattle, the constant fizz of bullets and shattered debris. You really need to pinpoint and *hammer* the heavily-armoured Helghast troops to take them down.

ENEMIES!

Forget the brainless kamikaze troopers of *MOH: Rising Sun*, who fade into dust after a sprinkling of lead farts, the evil Helghast troopers in *Killzone* are fearsomely intelligent killing machines, who recoil and judder from gunfire like frozen slabs of meat. There're no 'scripted' enemy attack patterns – again, unlike *MOH* – but foes who work in teams to flesh you out. As proof of the AI, developers Guerilla test levels by letting the computer characters scrap amongst themselves, with *different* results every time. The levels are then balanced to provide the right levels of cover, tweaking the positions of rubble, pillars and gun emplacements.

TEAM PLAY!

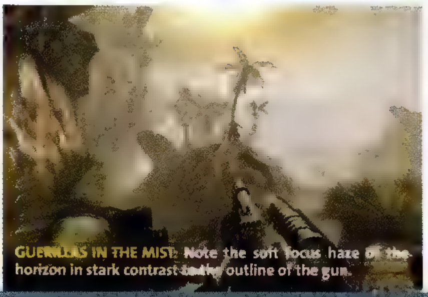
You lead a small team of ISA soldiers, who provide covering fire and – unlike most squad-based games – actively pursue the enemy. There're no fiddly team commands or menus. Instead allies will behave intelligently around you, barking commands – a seamless way to deliver mission objectives, see? – and offering advice. There're no reality-defying health packs dotted around, but if your allies get shot, they can drop back to regain health.

WARZONES!

The most notable levels include the debris scattered Slum Streets, shiny Waypoint Mall, eerie Helghast Mist – with long reeds, burbling water and intoxicating fog – and treacherous Helghast Hill, where you attack a mountain top emplacement.

GRAPHICS!

It's all about detail. You can see the creases in soldier's uniforms, the stitching on their decals and shiny rivets on their guns. Helghast soldiers beam through the mist with their distinctive beady-eyed visors, while characters have unique body shapes, with specific movements and realistic senses of weight. The detail stems from a clever graphical trick using the multiple layering of lo-res textures. As a character gets closer, the game introduces the increased texture detail only when appropriate. This keeps up the speed during distant combat, where the eye can't perceive the difference. The first layer shows basic colours and texture, while subsequent levels contain fabric detail and reflective sheen for weapons. The effect is massive detail with a low toll on your PS2's brain. Guerilla are just playing to PS2's strengths, since each layer is – they tell us – no more detailed than the original character models for aging PC smash *Quake*.



GUERILLAS IN THE MIST: Note the soft focus haze of the horizon in stark contrast to the outline of the gun.

GORE!

You can perform close-range 'melee' kills by sneaking up on a foe and tapping ⊗. The player draws a knife, flips it casually, then launches it into the foe's neck. The weapon is withdrawn in a brutal animation, where the player tugs at the blade while punching the enemy in the chest. The move is accompanied by a ghastly gurgling noise, created by the sound engineer screaming as if he'd been punched in the nuts at a roof-mounted microphone while pouring water down his throat. Nice.

GUNS!

The thing that strikes *everyone* who's seen the game running, is the stunning reload animations – clumsy, deliberate and painstakingly animated. With some weapons you can even see your character reach for his belt – arm dancing off screen – to fetch ammo. Each gun has a distinct reload cycle, with unique timing and causes your view to shift subtly while your character angles his head. Throttling R1 to shoot, the pad buzzes violently – nothing like the gentle nudge when, say, you take a hit in *Tekken* – relaying the sheer power of the weapon. You can almost feel your character fighting to stay targeted in line with Newton's second law. When you release the trigger, its almost a *relief* – your fingers pulse with the aftershock, ears drinking in the silence. The reload sound effects are spot on too, with weapons like the Grenade Launcher eerily mimicked using the amplified sound of the Guerilla office stapler. True story.

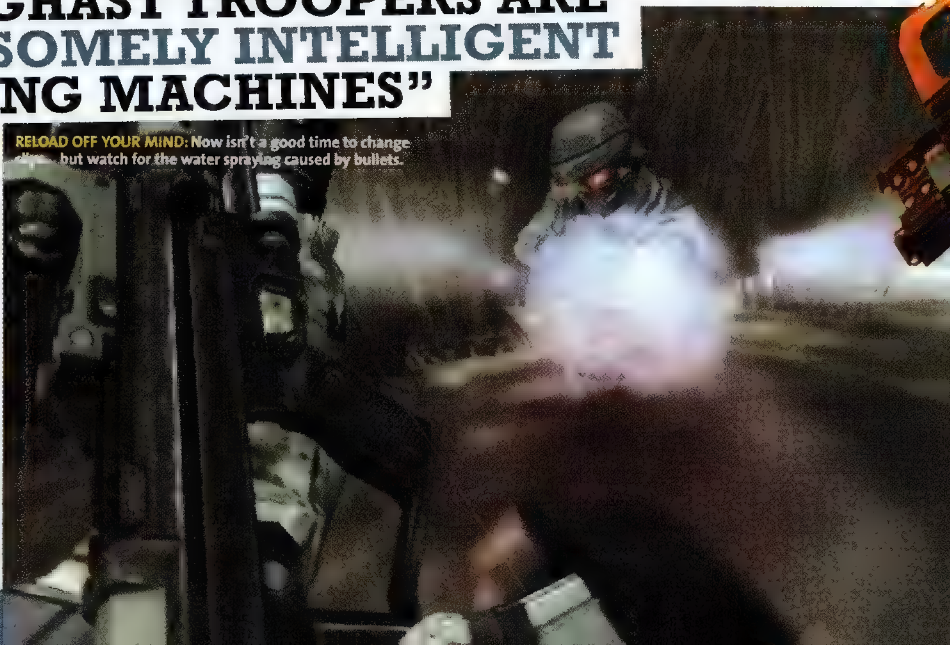
FIRST AGAIN!

Since *everyone's* claiming to have played *Killzone*, or slept with the lead programmer, we'd just like to point out that we were first with info (PSM2#27, May 2002), screenshots (PSM2#37, July 2003) *and* DVD footage of PS2's most-hyped shooter. Oh, and for the record, we faked the orgasm and never called him back.

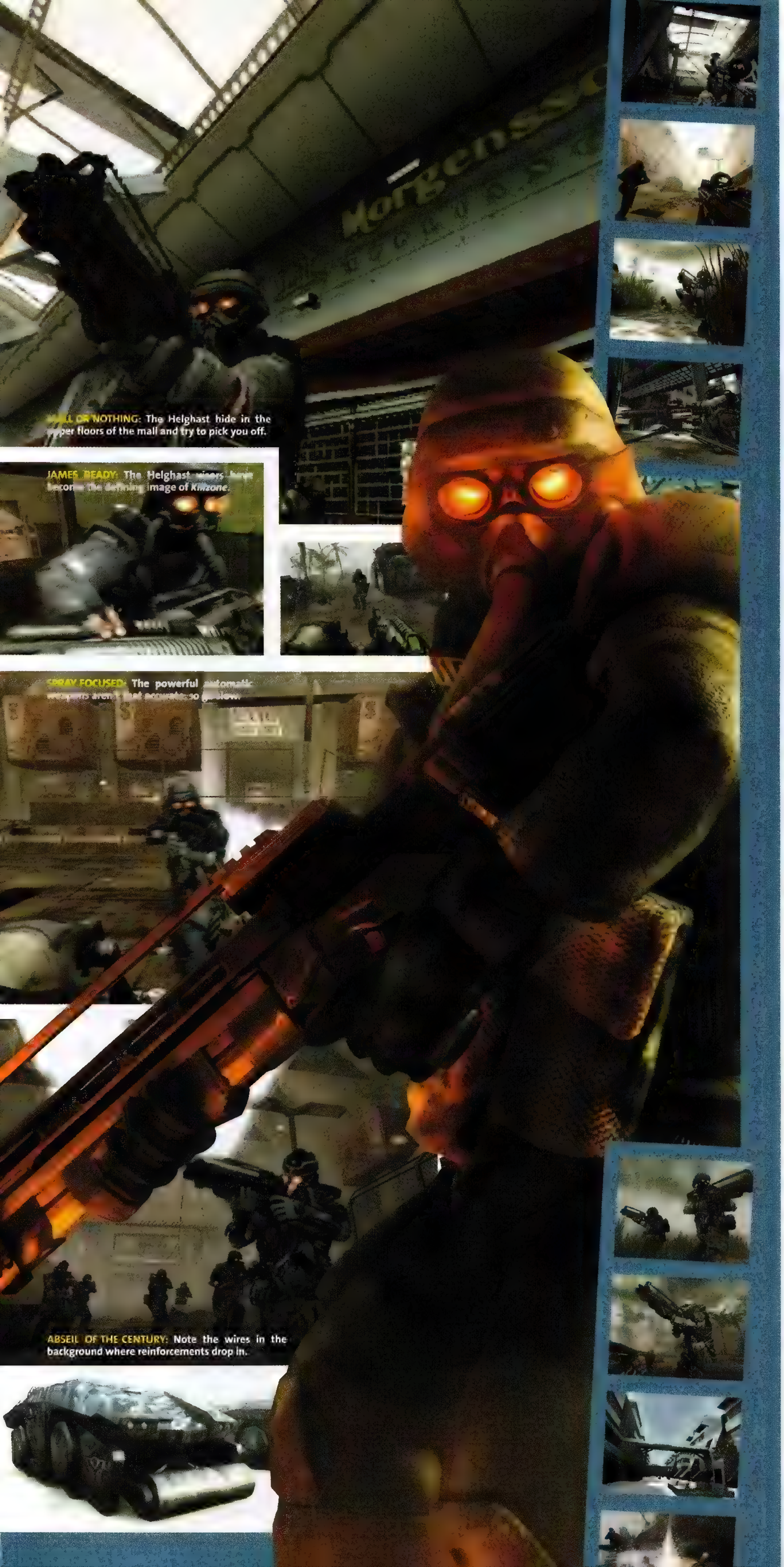
KILLZONE

This Halo-leathering FPS is set some time

"HELGHAST TROOPERS ARE FEARSOMELY INTELLIGENT KILLING MACHINES"



RELOAD OFF YOUR MIND: Now isn't a good time to change clips... but watch for the water spraying caused by bullets.



MALL OR NOTHING: The Helghast hide in the upper floors of the mall and try to pick you off.

JAMES BEADY: The Helghast visors have become the defining image of *Killzone*.

SPRAY FOCUSED: The powerful automatic weapons aren't that accurate, so go slow.

ABSEIL OF THE CENTURY: Note the wires in the background where reinforcements drop in.

RULE NO: 72
USE YOUR
WEAPON
WISELY
BUTTER

CHRISTMAS SALES

Prince of Persia? Outsold by International Cue Club. Silent Hill 3? Trumped by Charlie's Angels. The year's biggest shocks revealed...

Quality rules, but originality is no guarantee of sales. This is the mixed message from a new report by industry body ELSPA. Despite critically acclaimed games like *Need for Speed: Underground*, *PES3* and *SSX3* performing admirably (4th, 8th and 33rd respectively in a list of 2003's top-selling games), titles like Ubisoft's admirable *Beyond Good and Evil* sank without trace, outsold by *London Racer* and *Mary Kate & Ashley: Sweet 16*. In fact, Ubisoft's Gallic adventure didn't even scrape the top 300. Sacre bleu.

With EA dominating the yearly sales chart there was little room for original – or daring – games like *Prince of Persia*, *Manhunt* and *Ghosthunter* (37th, 49th and 28oth respectively). The truth is that people only buy a handful of games at Christmas and EA titles were top of everyone's shopping list.

Scraping past the surface gloom, the picture is rosier. Some original titles continued to pick up sales throughout the year, partly due to price cuts and the scarcity of AAA quality games released outside of the Christmas period. PSM2 cult fave *Haven* sold a respectable 46,000 copies in 2003 outstripping newer games like *XIII*, *Freedom Fighters*, and *Dragon Ball Z: Budokai 2*.

Only five of the year's top 20 games scored less than 80% in PSM2 and none received worse than 58% (*Tomb Raider: AOD*), proving that review scores – or rather, game quality – are a crucial component of sales.

PSM RECKONS *No surprise, really. BG&E was a game about a French photographer and a talking pig – so you can see why Joe public plumped for MOH: Rising Sun...*

1ST

79TH

79th?!
But our game was, like, sooooo shit!
Shut up and show them your arse

102ND

108TH

280TH

DID YOU KNOW?

- **Though *PES3* sold over 300,000 copies, it was still outsold by over 2:1 by *FIFA 2004*, the year's number one game.**
- **Ubisoft's excellent *XIII* was outsold by bloody *Charlie's Angels*.**
- ***The Getaway*, *MOH: Frontline* and – gulp – *FIFA 2003* all sold better than new games like *Prince of Persia*, *SSX3*, and *Manhunt*.**
- ***Eyetoy: Play* was the biggest surprise. It sold over 400,000 copies to become the second biggest game of the year.**
- **High profile flops were *Ghosthunter* (28oth), *Mission Impossible* (207th) and – bizarrely – *Eye Toy: Groove* (159th).**

TIMESPLITTERS 3

The master blaster returns with online and a brand new look?...

As we went to press this month news broke of the new *TimeSplitters* game. Once more the game is the product of Free Radical (the makers of the first two games) but this time the publishing rights have been picked up by game industry Jabba, Electronic Arts.

When we brought you first coverage of *TimeSplitters 2* (back in PSM2#25) bossmen Dave Doak and Karl Hilton told us that their next product WOULDN'T be a new *'Splitters* game. After all you can have too much of a good thing. However it seems that in the present climate (where it really is all about the Benjamins) doing another 'Splitters rather *Dave Doak's Novelty Beard Chase* makes rather better financial sense. So much so that EA are fronting the deal.

So what can we be expect? Well, sales of *TS2* were disappointing, prompting thought that gamers demand more realism in their games. So far the announcement is just verbal kiss-assing between the two companies but here's a hitlist of what we reckon they'll be including.

Lots more next month!

SO WHAT'S IN THE NEW GAME?

Online mode:
This is in the bag. "We'd love to do it. We have the software to do it," Karl told us back when they showed us *TS2*. So expect 12 (16?) player online games up front in *TS3*.

A Better Connected Story Mode:
TS1's single-player game was rough. *TS2* did better but that story just didn't hang together. What we need is a coherent *excuse* for all those different level settings. Our money's on a single character being the playable lead – then – rather like time-travel shambles TV-show Quantum Leap – he/she takes on different personas in single quest across time itself.

Sexier/Better Characters:
TimeSplitters has always looked like it was designed by an eccentric Frenchman with a 'fabulous' sense of humour... We don't like our shooters funny. We want them exciting, gorgeous looking and packed with deadly purpose. No flabby limbed gangsters or comedy ducks this time around please.

Better Levels:
How about some grim futureworlds? A modern-day ghetto? A Turok-trumping prehistoric level? World War II? And give us decent weapons to use, regardless of the time period – you can keep your poxy bows and arrows. Cheers.

Accelerator extra

News nuggets squeezed for pips – they're ripe with info!

GRADIUS V

Konami's brutally hard 2D shooter boasts five weapons systems and 12 upgradeable power-ups as players guide the Vic Viper craft into waterfalls of laser death. Gorge.

NANOBREAKERS

Castlevania guru Koji Igarashi's hyper-violent sci-fi slasher invites you to reclaim blood from mutinous nanomachines using a shape-shifting plasma sword to save mankind.

JUICED

Developed by the team behind the unreleased, but stunning, Xbox racer *Lamborghini*, Acclaim's latest twins street modding to tactical team management for *Gran Turismo* depth.

BLOOD WILL TELL

Based on an original manga, Sega's 3D actioner involves a samurai who's limbs and organs were replaced by weapons as a child. This includes a bazooka for a leg. We shit you not.

UEFA
Euro 2004
PORTUGAL

EURO 2004

Play as any of 51 teams from the qualifying stages, enjoy signature moves for players like Zidane, contend with injuries and suspensions, and use 'right stick skill

NEO CONTRA

Konami partner original hero Bill Rizer with mystery samurai Genbei for more retro shootery, the big selling-point being the move from 2D to - wait for it - 'pseudo 3D'. Yes! Interactive backgrounds are also included, but otherwise it's all enormous beasts and ridiculous guns.

RULE NO: 88
NEVER SHOW
EMOTION
CENSORED

PlayStation 2
I-Ninja
7+
namco

Don't just break the rules of Ninja.
Whack 'em, slap 'em and lay 'em out cold.

namco uk.playstation.com www.i-ninja-game.com

fun,
anyone?
PlayStation 2

[illegible] Distributed by Sony Computer Entertainment Europe. All rights reserved.

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

I get a ter y
rusty ars you
know.

ZONE OF THE SP£ND£RS

The high street bargain buckets are heaving with unloved games, so why don't you adopt a 3.5" orphan and shower it with optical laser love?

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

FEBRUARY 13TH

Game	Price	Status
Asterix & Obelix XXL – Atari	£39.99	Review Score – 60%
Cricket 2004 – EA	£39.99	To be reviewed
Kya Dark Lineage – Atari	£39.99	Review Score – 73%
RISK Global Domination – Atari	£39.99	To be reviewed
Wrath Unleashed – LucasArts	£39.99	To be reviewed
Castlevania – Konami	£39.99	Review score – 85%
Maximo 2 – Capcom	£39.99	To be reviewed
Carmen San Diego – Acclaim	£39.99	To be reviewed

FEBRUARY 20TH

Game	Price	Status
Pitfall: The Lost Expedition – Activision	£39.99	To be reviewed
Nightshade – Sega	£39.99	To be reviewed
Killswitch – EA	£19.99	Review Score – 78%
Final Fantasy X-2 – EA	£39.99	Review score – 85
Sphinx and the Cursed Mummy – THQ	£39.99	Reviews score – 64%
Ghost Master – Empire	£39.99	To be reviewed
Bulletproof Monk – Empire	£39.99	To be reviewed
Maximo Vs The Army of Zin	£34.99	Review Score – 81%

FEBRUARY 27TH

Game	Price	Status
James Bond 007: EoN – EA	£39 99	Review score – 77%
Ghost Recon: Jungle Storm – Ubisoft	£39 99	To be reviewed
Bad Boys II – Empire	£39 99	To be reviewed
Whiplash – Eidos	£39 99	Review score – 74%

MARCH 5TH

Game	Price	Status
Cricket 2004 – EA	£39.99	To be reviewed
I-Ninja – SCEE	£39.99	Review Score – 85%
Spy Hunter 2 – Midway	£39.99	Review score – 67%
Fallout: Brotherhood of Steel – Vivendi	£39.99	To be reviewed

MARCH 12TH

Game	Price	Status
Socom II – Sony	£39.99	Review score – 90%
Forbidden Siren – Sony	£39.99	Review score – 80%
Spawn Armageddon – EA	£39.99	To be reviewed

MARCH 12TH

Game	Price	Status
LMA Manager 2004 – Codemasters	£39.99	To be reviewed
Cy Girls – Konami	£39 99	To be reviewed
Red Dead Revolver – Rockstar	£39.99	To be reviewed
Scooby Doo: Mystery Mayhem	£29.99	To be reviewed

TOP 40 PS2 CHART

Your DEFINITIVE guide to the PS2 universe

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	2	NEED FOR SPEED: UNDERGROUND ■ Developer: EA ■ Publisher: EA	86%
2	3	THE SIMPSONS: HIT & RUN ■ Developer: Vivendi ■ Publisher: Vivendi	77%
3	8	EYE TOY: PLAY ■ Developer: SCEE ■ Publisher: SCEE	82%
4	–	FIFA 2004 ■ Developer: EA ■ Publisher: EA	86%
5	–	LORD OF THE RINGS: ROTK ■ Developer: EA ■ Publisher: EA	84%
6	1	MEDAL OF HONOR: RISING SUN ■ Developer: EA ■ Publisher: EA	83%
7	–	THE SIMS: BUSTIN' OUT ■ Developer: Maxis ■ Publisher: EA	70%
8	7	TONY HAWKS UNDERGROUND ■ Developer: Neversoft ■ Publisher: Activision	92%
9	–	TRUE CRIME: STREETS OF L.A. ■ Developer: Luxoflux ■ Publisher: Activision	74%
10	8	EYE TOY: GROOVE ■ Developer: SCEE ■ Publisher: SCEE	68%
11	6	TIGER WOODS PGA TOUR 2004 ■ Developer: EA ■ Publisher: EA	81%
12	2	PRO EVOLUTION SOCCER 3 ■ Developer: KCETokyo ■ Publisher: Konami	96%
13	9	WWE SMACKDOWN! HCTP ■ Developer: Yukes ■ Publisher: THQ	88%
14	12	MANHUNT ■ Developer: Rockstar ■ Publisher: Rockstar	91%
15	–	GTA: VICE CITY ■ Developer: Rockstar ■ Publisher: Rockstar	97%
16	17	PRINCE OF PERSIA ■ Developer: Ubisoft ■ Publisher: Ubisoft	87%
17	19	SSX3 ■ Developer: EA ■ Publisher: EA	94%
18	15	MAX PAYNE 2: TFOMP ■ Developer: Rockstar ■ Publisher: Rockstar	65%
19	20	TOTAL CLUB MANAGER ■ Developer: EA ■ Publisher: EA	67%
20	–	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher: Rockstar	97%
21	18	DANCE: UK ■ Developer: Bigben ■ Publisher: Bigben	67%
22	9	TERMINATOR 3: ROTM ■ Developer: Atari ■ Publisher: Atari	35%
23	15	HARRY POTTER: QUIDDITCH CUP ■ Developer: EA ■ Publisher: EA	65%
24	16	FINDING NEMO ■ Developer: THQ ■ Publisher: THQ	71%
25	–	CONFLICT: DESERT STORM 2 ■ Developer: Pivotal ■ Publisher: SCi	88%
26	26	RUGBY 2004 ■ Developer: EA ■ Publisher: EA	80%
27	21	XII ■ Developer: Ubisoft ■ Publisher: Ubisoft	87%
28	22	CRASH NITRO KART ■ Developer: Vivendi ■ Publisher: Vivendi	68%
29	30	DRAGONBALL Z: BUDOKAI 2 ■ Developer: Ubisoft ■ Publisher: Ubisoft	70%
30	29	SOUL CALIBUR 2 ■ Developer: Namco ■ Publisher: EA	93%
31	–	COLIN MCRAE RALLY 04 ■ Developer: Codies ■ Publisher: Codies	92%
32	37	HULK ■ Developer: Radical ■ Publisher: Vivendi	51%
33	14	POP IDOL ■ Developer: Codies ■ Publisher: Codies	65%
34	25	TOM CLANCY'S SPLINTER CELL ■ Developer: Ubisoft ■ Publisher: Ubisoft	81%
35	39	THE GREAT ESCAPE ■ Developer: Pivotal ■ Publisher: SCi	58%
36	–	FREEDOM FIGHTERS ■ Developer: Io ■ Publisher: EA	92%
37	32	YU-GI-OH: DUELIST OF THE ROSES ■ Developer: Konami ■ Publisher: Konami	42%
38	–	THE ITALIAN JOB ■ Developer: Climax ■ Publisher: Eidos	73%
39	35	ENTER THE MATRIX ■ Developer: Shiny ■ Publisher: Atari	81%
40	28	BUFFY: CHAOS BLEEDS ■ Developer: Vivendi ■ Publisher: Vivendi	74%

Welcome to the charts pages. Here you'll not only find out what great games are coming up but also what's shifting on the high street right now. Plus don't miss PSM2's top tips and invitation to help shape next issue! Proper!

NEED FOR SPEED

Need for Speed Underground astounds us all by continuing its upward climb. Everyone at EA – and we mean everyone, even the frikkin' janitor and sewer monkey – must be lolling about on piles of gold, occasionally flicking out jewel-encrusted tongues to lap up myrrh-filled pasties. Rich folk, eh? Tsk.

TRUE CRIME

True Crime has proved to be something of a money spinner for Activision and in the absence of a *GTA* game at Christmas it's cleaned right up. But really... Nick Kang? What kind of a name is that? What about Pete Laserstorm or Allan Quinquireme? Something with, y'know, a bit of pizzazz? Honestly.

GTA DOUBLE PACK

Surely the finest bundle of games known to man only makes it to number 20? Still, considering *GTA: Vice City* is still hanging around a few spaces ahead, that's not too surprising. But can there really be anyone still alive that hasn't played *GTA*? Hello? Anyone? Anyone? Bueller?

T3

Ah, good. It seems word of mouth is finally working and *Terminator 3* is getting the hell out of Dodge'. It's a prime example of a granny tricker. But we're here to tell you that... IT'S RUBBISH! Now be told.

POP IDOL

Codemasters' ill-fated game of the TV show continues its ungainly slide down the charts. Not long to go now before its consigned to the bargain bins where it belongs. Sorry, Codemasters. But it really is deeply shitfer.

IMPORT CHARTS

AMERICAN TOP 10 PS2 GAMES

THIS MONTH	LAST MONTH	GAME NAME
1	-	NEED FOR SPEED UNDERGROUND ■ Developer: EA ■ Publisher: EA
2	-	MADDEN NFL 2004 ■ Developer: EA ■ Publisher: EA
3	2	TONY HAWK'S UNDERGROUND ■ Developer: Activision ■ Publisher: Activision
4	-	DRAGONBALL Z: BUDOKAI 2 ■ Developer: Ubisoft ■ Publisher: Ubisoft
5	-	TRUE CRIME: STREETS OF LA ■ Developer: Luxoflux ■ Publisher: Activision
6	3	MEDAL OF HONOR RISING SUN ■ Developer: namco ■ Publisher: EA
7	-	FINAL FANTASY X-2 ■ Developer: namco ■ Publisher: EA
8	-	SOCOM II ■ Developer: Sony ■ Publisher: Sony
9	6	LORD OF THE RINGS: ROTK ■ Developer: EA ■ Publisher: EA
10	-	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher: Rockstar

SOCOM 2

Has the American heartland taken PS2's online capabilities to its ample bosom? This respectable showing for *SOCOM 2* seems to offer compelling evidence in the affirmative. But then, online action is much more commonplace in the States than it is here in cold, wet blighty and while many of you are enjoying playing your PS2 over the electric interweb we don't see it going mainstream in the UK soon.

Electronic Arts are still maintaining a iron grip on the US top 10, with five EA published games dominating. Is there no stopping them?

JAPANESE TOP 10 PS2 GAMES

THIS MONTH	LAST MONTH	GAME NAME
1	3	EVERYBODY'S GOLF 4 ■ Developer: Capcom ■ Publisher: Capcom
2	-	FULL METAL ALCHEMIST ■ Developer: Square Enix ■ Publisher: Square Enix
3	2	GRAN TURISMO 4: PROLOGUE ■ Developer: Sony ■ Publisher: Sony
4	-	ANUBIS Z.O.E. SPECIAL EDITION ■ Developer: Konami ■ Publisher: Konami
5	-	MOMOTARU DENTETSU 12 ■ Developer: Hudson ■ Publisher: Hudson
6	-	JIKKYOU PRO BASEBALL 10 ■ Developer: Konami ■ Publisher: Konami
7	1	MOBILE SUIT GUNDAM Z: AEUG VS TITAN ■ Developer: Bandai ■ Publisher: Bandai
8	-	BIOHAZARD OUTBREAK ■ Developer: Capcom ■ Publisher: Capcom
9	-	FRONT MISSION 4 ■ Developer: Square Enixi ■ Publisher: Square Enix
10	-	SANGOKUSHI IX ■ Developer: Koei ■ Publisher: Koei

BIOHAZARD OUTBREAK

Or, as it's known over here, *Resident Evil: Outbreak*. The series' triumphant return to the PS2 after several Gamecube-specific outings has meant an impressive performance for Capcom's latest, with the game reaching number eight in the hotly contested Japanese charts. Not bad at all. Of course, the game is playable online in Japan, unlike over here...

10 THINGS YOU MUST DO THIS MONTH

1. Get frikkin' excited about *Driv3r*. It had our Danny 'Boy' Griffiths foaming at the chops.
2. Build a bunker and start stockpiling food before EA take over the world.
3. *Burnout 3*! *Timesplitters 3*! Actually, we don't care if EA are taking over the world.
4. Give your mum a cuddle. She'll appreciate it.
5. Be confused by Nintendo's dual-screen portable console. Yeah, *that'll* help you out.
6. Get a man-sized nappy ready for when *The Suffering* is released. Muddafunster!
7. Be a lover, not a fighter.
8. Get on the nostalgia train and dig out those old *Transformers*. They're in the attic.
9. Give up smoking. Haven't those horrible pussgunk ads on telly persuaded you yet?
10. We said this last month, but it's dead important: go get *Prince of Persia*. If you haven't WHY NOT?

TOP 5 THINGS TO DO INSTEAD OF... WATCHING CRAP TELLY FOR MORONS

1. TURN ON YOUR PS2 AND GET SOME GAMING IN. IT'S LITERALLY WHAT YOUR PS2 WAS MADE FOR.
2. FINISH OFF THOSE GAMES YOU GOT FOR XMAS BEFORE SPLASHING OUT ON A NEW ONE.
3. DECIDE WHO THE WORST TRANSFORMER EVER IS. PERCEPTOR? COSMOS? SEASPRAY?
4. LEARN TO PLAY THE TRUMPET, THE INSTRUMENT OF GENTLEMEN.
5. STOP TOUCHING YOURSELF AND GO AND GET YOURSELF SOME GIRL-LOVE. NOW!

TOP 10 DVDS

What's big in DVD movie rental

1. AMERICAN PIE: THE WEDDING
2. JEEPERS CREEPERS 2
3. FREDDY VS JASON
4. BASIC
5. PIRATES OF THE CARIBBEAN
6. HULK
7. HOLLYWOOD HOMICIDE
8. ROBIN HOOD SPECIAL EDITION
9. BATMAN MYSTERY OF THE BATWOMAN
10. BELLEVILLE RENDEZ-VOUS

SEE PAGE 84
DVD REVIEWS ▶

PSM2 MOST WANTED

Tell us what games you want to see in PSM2!

1. PRO EVO SOCCER 4
2. METAL GEAR SOLID3
3. DRIV3R
4. FINAL FANTASY 12
5. GT4

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be the best PlayStation 2 Magazine In The World Ever, but wished that we'd done a *bit* more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name ....

Address ....

....

....

What do you want? ....

....

DRIV3R

THE CHASE IS ON!

The Getaway... True Crime... Vice City... Step aside. The daddy is back in town and it's taking names and kicking ass. Welcome the return of the wheelman. Driver is back and no-one is safe...

Crunch! The car hits the curb at fifty, the shocks take the strain and the wheel pops up inside the body. A moment later it fires outwards lifting the car's body up... up... and soon the wheel is clear of the ground. It's going up... up... when... Bam! A black shape enters from the left. Another car. Out of nowhere. Thwack! it catches the back end full flank. The first car lurches, mid air. As the shock of the impact bites down the car appears to hover... then begins to spin, turning a slow full circle in mid-air. Smash! The front of the second car stops moving in an instant, but the body follows through. The bonnet, wings, radiator and lights begin to crumple – flattening, bending outwards like a bomb burst as hundreds of shards of metal, glass and plastic fly out in every direction.

The door opens and out steps a man. He's carrying a 9mm MP5 machine gun. Before the first car has fully come to rest he opens fire and begins to destroy what the crash had left intact. Out go windows, body panels and doors. Tyres burst and the car drops onto its ►

RUNNING THE GAUNTLET

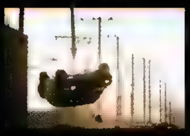
Ridley Scott makes movies, games and videos...

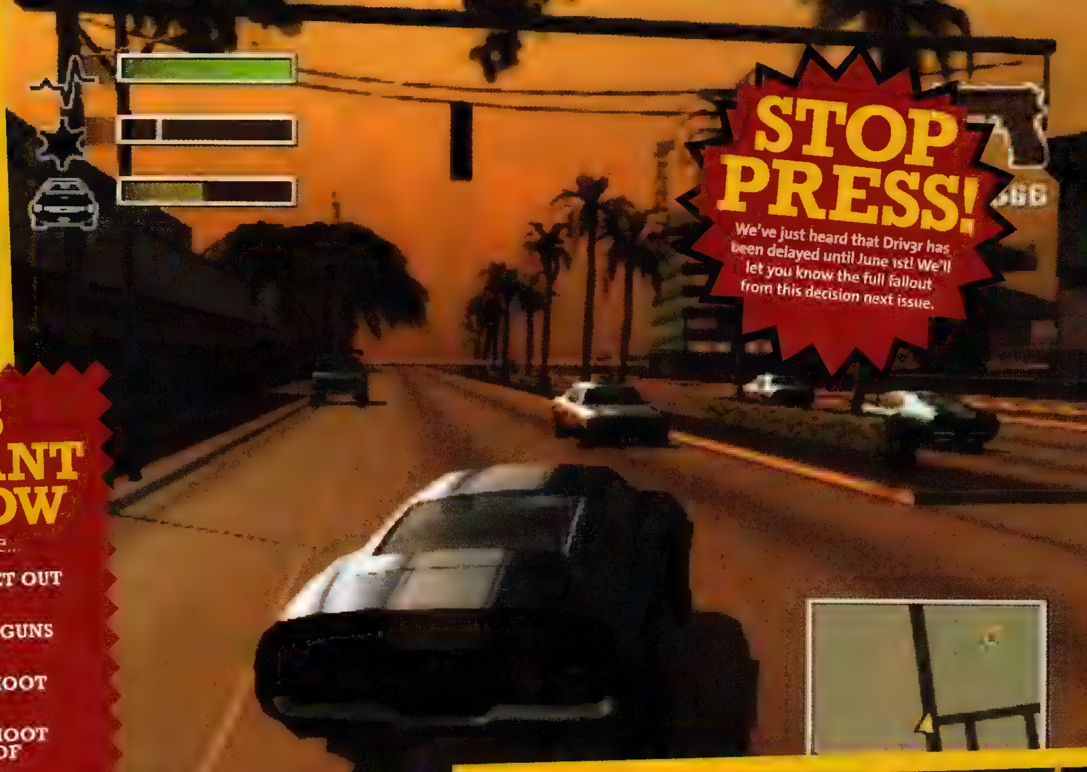
Want to know how serious they are about *Driv3r*? Look no further than the making of a three minute movie, The Gauntlet, made to promote the game. And this is no half-arsed, Uncle-Ted-with-a-camcorder production either. Atari have employed Ridley Scott Associates (the company owned and ran by legendary film makers Ridley 'Alien, Gladiator' Scott and Tony 'Top Gun, True Romance' Scott) to make the movie for them.

"It's all part of the convergence of movies, music and videogames," explained Martin Edmondson, big boss of Reflections – *Driv3r*'s developer. "Five years ago I remember approaching record companies to get music into our games and there was such a lack of interest. Now you don't have to call them, they're calling you asking to be involved in *Driv3r*. The movie is a very mutual agreement. We've got Ridley Scott and co wanting to do this commercial – they get paid obviously but they *want* to do it. The three minute movie is web only, on driv3r.com and the TV commercials will be drawn from it. I just saw it yesterday and it's great. You're so used to the cheesy, corny stuff – watching the budgets, using substandard people. Now we've got the director of photography from Bad Boys 2 doing it and it *really does* look like a movie."

The mini epic is being released in three minute-long chunks and each has it's own mini-trailer too. Check out the *Driv3r* website (www.driv3r.com) to see them for yourself.

Shot entirely on location in LA, the filming was a stunt-packed, high-power headrush and went completely without a hitch. Apart from the total absolute shagging of one of the star cars: a £100,000 classic Ford Mustang. Ouch.





STOP PRESS!

We've just heard that Driv3r has been delayed until June 1st! We'll let you know the full fallout from this decision next issue.

Stealthy Snake picks his way through the lush junglist bush.

► haunches. The bark of the gun continues to swiss cheese the body as the trapped driver makes a vain attempt at escape. He steps from the car, turns and takes another step before the first bullets catch him square in the back. His arms extend, his back arches and he begins to fall. Down he goes, his head hits the road, bounces a little and then he lays motionless. The bullets stop. It's over. We imperceptibly ease off the vicelike pressure on L1 and R1 and the slo-mo unreality begins to lose it's grip. Debris begins to fall faster, sounds rise out of the low throb and the background slides back into focus. In a second normality resumes and we're left standing in the carnage. Welcome to *Driv3r*'s Thrill Cam...

THINGS YOU WANT TO KNOW

Lets cut to the chase...

- ✓ YES, YOU CAN GET OUT OF THE CAR.
- ✓ YES, THERE ARE GUNS IN IT.
- ✓ YES, YOU CAN SHOOT PEOPLE.
- ✓ YES, YOU CAN SHOOT THE CRAP OUT OF EVERYTHING.
- ✓ YES, YOU CAN RUN PEOPLE OVER.
- ☒ NO, THERE'S NO BLOOD IN IT.
- ☒ NO, THERE'S NO ROCK HARD BIT IN A GARAGE AT THE START. THANK CHRIST.

WORK IN PROGRESS

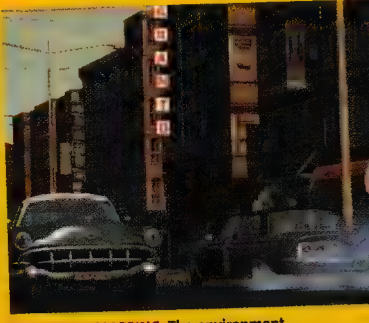
We're playing *Driv3r*. All around us people are fussing. Lights and cameras are being erected, a script is being rehearsed and in the background, through twenty gleaming glass walls, you can just make out 112 programmers in absolute silence, quietly, quickly, going about the business of finishing Atari's first major game of 2004. This is *Driv3r*. A work very much still in progress. And if it's not finished by March it will mean the end of everything and everyone around us. You can almost taste the pressure.

Reflections have 112 people working on the game right now (for the record; the final stages of *Tomb Raider: AOD* –the most under pressure, over deadline PS2 game to date – only had 65 people working at the sharp end). There are no phones on desks, no radios and no arsing about. Every one of these people has a task, a vision, a reason for working every single one of the 24 hours of the day. They're making a great videogame. When it's done they're going to have the mother of all holidays.

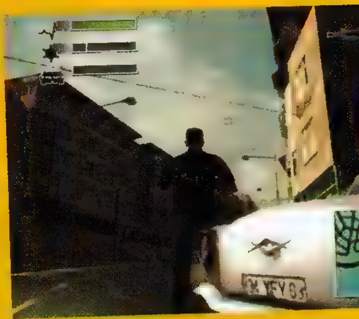
HISTORY REPEATING

We're no strangers to *Driver*. We saw the first game (on PSone) back when it was a pile of sketches and a technical demo. We were there when *Driver 2* pushed the power of the PSone and the sanity of the programmers to their limits. Now we're here for the final push on *Driv3r*, with Martin Edmondson and his brother Gareth, the brains and brawn behind the Driver story. It's history repeating. Only this time the stakes are much higher.

Developer, Reflections, have taken their time with this latest episode. Their first attempt at PS2 was *Stuntman* – a PSM2 cover game back on PSM2#13. While it had its flaws (horribly difficult in places, frequently repetitive) it served as an ideal testbed for *Driv3r* technology. Reflections boss, Martin Edmondson, takes up the story. "The shadows and physics that set *Driv3r* apart simply ►

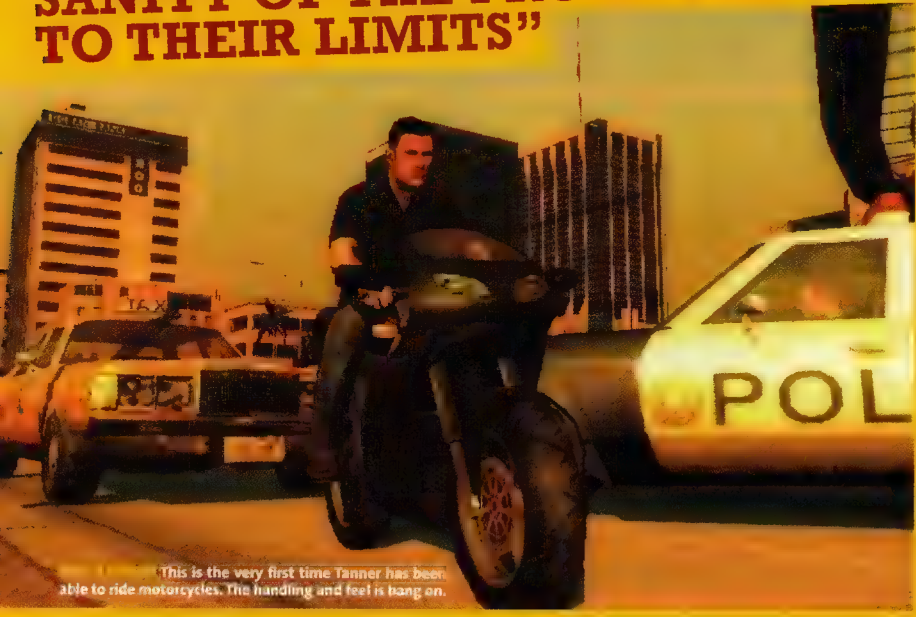


CHRISTMAS MAPPING: The environment mapping puts reflections on all the cars.



PLEASED TO METER: From the top the three meters show health, felony rating and car damage.

"DRIVER 2 PUSHED THE SANITY OF THE PROGRAMMERS TO THEIR LIMITS"



This is the very first time Tanner has been able to ride motorcycles. The handling and feel is bang on.

MIAMI NICE
(AND ER... ISTANBUL)

It's a tale of three cities

OK, Miami we can understand – a bit of *Vice City* flavour, a major American city (to please the Americans) and home to loads of famous buildings. But Nice and Istanbul?

Martin Edmondson tells us why. "We wanted to have real diversity in the game, we didn't just want one city where you just unlock extra bits of it. The reason for Miami was an easy one: because *Driver 1* was set in Miami – it's Tanner's home so he's back to his roots, back in his home town. It gave us an opportunity to redo Miami with a new technology and show off how much more amazing *Driver* can look like on PS2.

It also, as a city, has such diversity. There's beautiful glamourous areas, there's a beach resort-type feel with beaches and palm trees, white-on-white downtown skyscrapers and then there's the horrible slums and back streets there right next to them.

It's also a good one to start with, as it's so easy to drive around and you can't have a 'hollywood' TV car chase game without some American cars and an American city.

Nice was to add some relief. You can drive up into the mountains – and our engine copes with all of that – and there's so many twisted, odd-cambered roads that show-off what we can do. It's also a beautiful location with the rustic run-down buildings and a lot of Europeans and Americans have been there so it's a kind of familiar place.

Istanbul was an off-the-wall choice – it's here partly because people *won't* have been there and so they'll be able to explore the tiny back alleys and the narrow city streets. All three cities each give a very different driving experience. Istanbul's crowded cramped city, Nice with its hills and Miami with its flat open roads. While there's no pressure to include a certain city to cater for a certain market, what there is are hundreds of suggestions via email saying that we should include some city in Ohio 'cos it's some guy's home town or where they met their wife and stuff. We get them all the time."

SUNSE

THE THRILL CAM

One of *Driv3r's* major new features is the Thrill Cam. Now, at any part of the game, you can squeeze L1 and R1 together and slow the game down to a crawl. The camera moves to a dramatic out-of-car cam and you can fully enjoy the smashing of scenery, pedestrians, or enemies in glorious slo-mo. The harder you squeeze the buttons down the more the game slows down and there are a host of different options from motion blur on/off to sepia tones and black and white colour effects to choose from in a menu too.

SMASH BANDICOOT: *Driver* is all about realistic car deformations and nerve-jangling smashes.

PLOT'S IT ALL ABOUT?

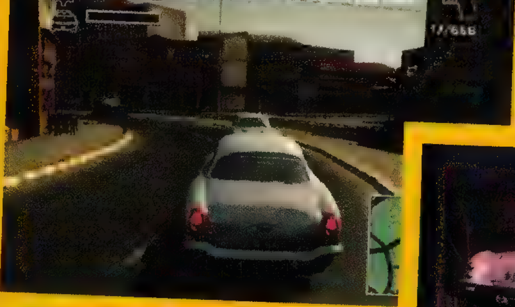
A cop on the edge. Car thieves gone crazy. It's time for action...

Once again you play ruthless undercover cop Tanner. He's deep undercover working on breaking a global car theft ring. A mysterious buyer has ordered 40 stolen high performance cars and Tanner wants to know who the buyer is, and intends to stop the deal going through.

The plot takes him and his partner Tobias Jones (that's partner as in police *partner* not... well... y'know) from Miami, to Nice (in France) to Istanbul (that'll be Turkey) locking horns on the way with gang-boss Calita and her henchman Baccus, before battling crime uber-lord Jerhico.

What are the odds for a bit of slap and tickle with Calita halfway then the dramatic offing of Jerhico at the end? You'll have to play the game yourself to find out for sure...

RETURN [illegible] bends in [illegible]



ULEVARD: As the sun goes down see how it changes the lighting?

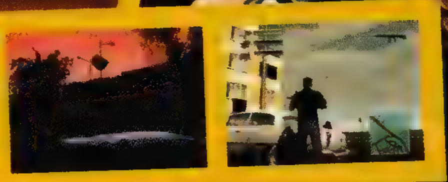
IAN NIGHT: There are daytime and moody nighttime missions too.

DIRECTORIAL DEBUT

One again the famous *Driver* movie director feature makes a come back – and this time there's more control than ever. You can position cameras and for the first time there's a choice of tracking cameras and zoom lenses to keep up with the action. And once you're done you can save it off to memory card. You might never use it – it's just a bonus feature on the main game – but if you do you can waste literally hours getting everything perfect. In a word 'brilliant'.

GUN-NA GET IT : Tired of your ride? Just get out and car-jack another or go on the rampage with a shooter. Nice.

"DRIV3R WOULDN'T EXIST WITHOUT STUNTMAN DOING THE GROUNDWORK?"



► wouldn't exist without *Stuntman* doing the groundwork. It looks waaaaay better than *Stuntman* thanks to a lot of things. Anti aliasing definitely helps. The cars were flat lit in *Stuntman* and now we can do proper environment mapping and there's a higher contrast in the image. The performance of everything is so much better that we can put in the flapping doors and things.".

END OF THE ROAD

It has been said that while *Stuntman* did the groundwork for *Driv3r*, so the original *Drivers* did much the same thing for *GTA3* and *Vice City*. While the Edmondson's would never go so far as to say it out loud, they clearly reckon they've got the better of their imitators this time. *Driv3r* is bigger, looks better and has got a whole lot more going on behind the scenes.

There are 30+ missions. The physics are more accurate than ever before. You can get out of the car. You can kill people. You can smash things up. In fact, short of piloting light aircraft, buying a house or getting married, everything you *ever* wanted to do in a *Driver* game is now a reality.

"It's everything that a *Driver* game should be," Martin says proudly. We've played the game. We believe him. And soon, you will too. **PSM**

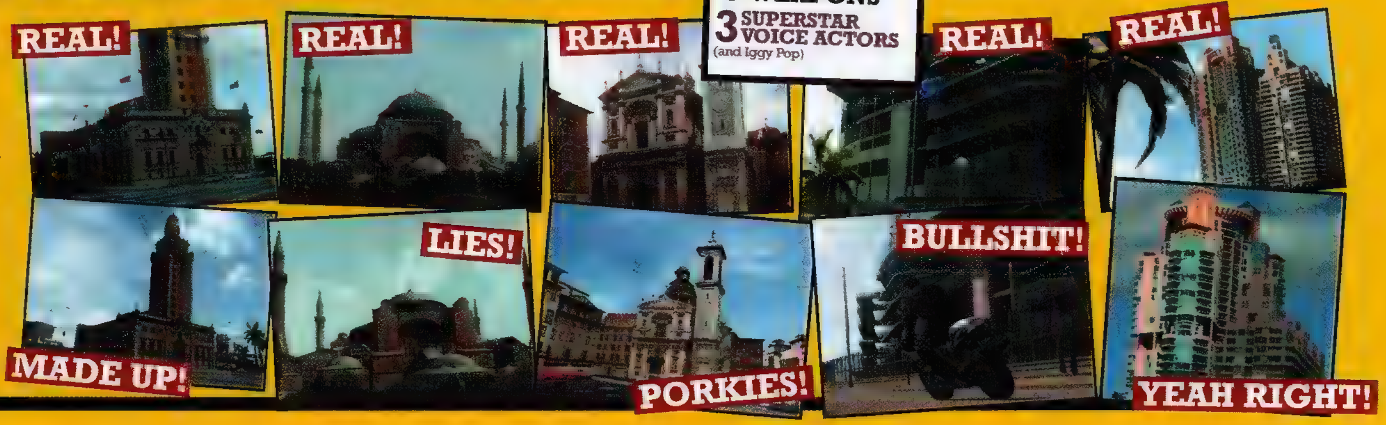
DRIV3R GAM3DIGITS

150	MILES OF ROAD
30+	MISSIONS
3	COMPLETE CITIES
112	PEOPLE WORKING ON THE GAME
70	TYPES OF VEHICLE
8	DIFFERENT WEAPONS
3	SUPERSTAR VOICE ACTORS (and Iggy Pop)

COMPARISON FORD

Once again the Reflections boys travelled the world with their trusty digicams...

Will you look at that. No-one does building-a-city-out-of-photos better than the *Driver* boys. After travelling to the three location cities they amassed over 50,000 images. Here's five squint-and-you-can't-see-the-difference moments from the game.



THE CAST AND THE FURIOUS

Major talent drafted in – Instant cred earned

Getting such quality talent on your game is a rare thing, Martin explains. "The good thing is that these guys were at the top of our list. I couldn't have picked anybody better than Michael Madsen for Tanner and with Kill Bill 2 coming out soon it's perfect for the profile, the image of the product – and he's got a great voice. He's got five kids, his kids have got all the consoles, so he knows about games and he said he took the *Driv3r* job to get some street cred with his kids! Which really says something. He's so respected in the cinema, but he's got to get in a videogame so his kids will take notice!"

TANNER
MADSEN

Michael Madsen plays the part of Tanner. The cuddly star of Reservoir Dogs and Kill Bill's gruff delivery gives tree-necked Tanner the persona of a man who takes – quite literally – no shit whatsoever.

JERICHO
ROURKE

Mickey Rourke plays the part of Jericho. While his in-game likeness has been cruelly described as 'Tanner – but with sunglasses' his laconic style of delivery sets the big J apart as one creepy mofo.

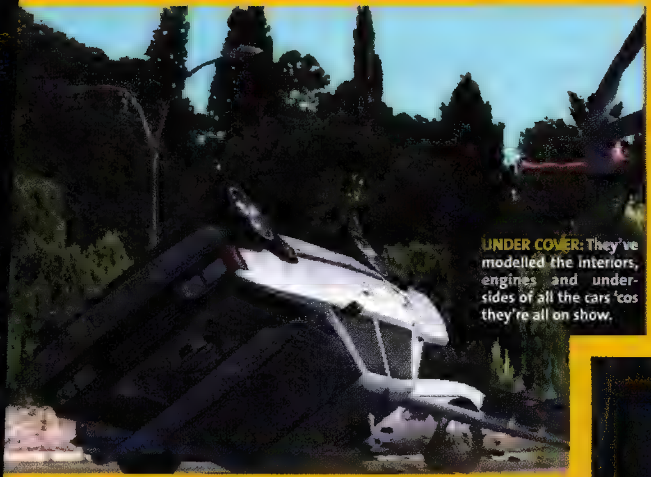
CALITA
RODRIGUEZ

After starring in The Fast and the Furious and Resident Evil (the movie), Michelle lent her voice to Rosie in *True Crime*. Now she's at it again, voicing the sassy Calita – the head of the South Beach car thieves.

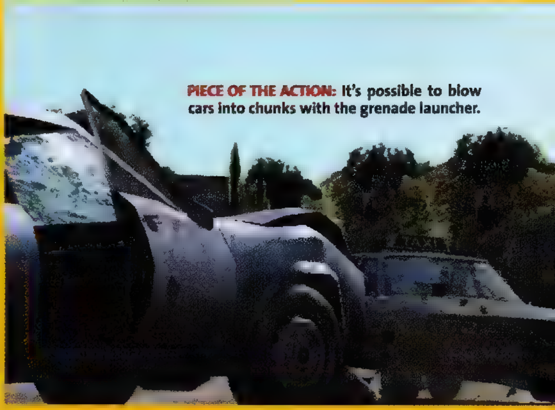
JONES
RHAMES

Ving the merciless starred in Pulp Fiction, Con Air and both Mission: Impossibles. Now Mr Rhames plays the part of Tobias Jones, Tanner's partner who turns a blind eye to his less – ahem – orthodox methods of securing an arrest.

Iggy Pop – a man not usually known for his acting – plays Baccus, a driver for Calita's gang. Thus proving that the insect-thin rock legend isn't just – erm – a pretty face...



UNDER COVER: They've modelled the interiors, engines and undersides of all the cars 'cos they're all on show.



PIECE OF THE ACTION: It's possible to blow cars into chunks with the grenade launcher.

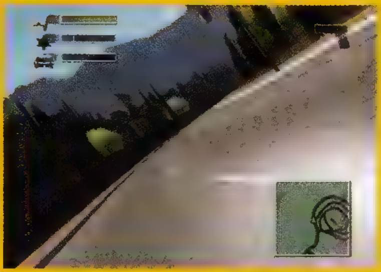
MISSION POSSIBLE

It looks great. It plays great. But a Driver game is all about its missions. So what can we expect, Mr Edmondson?

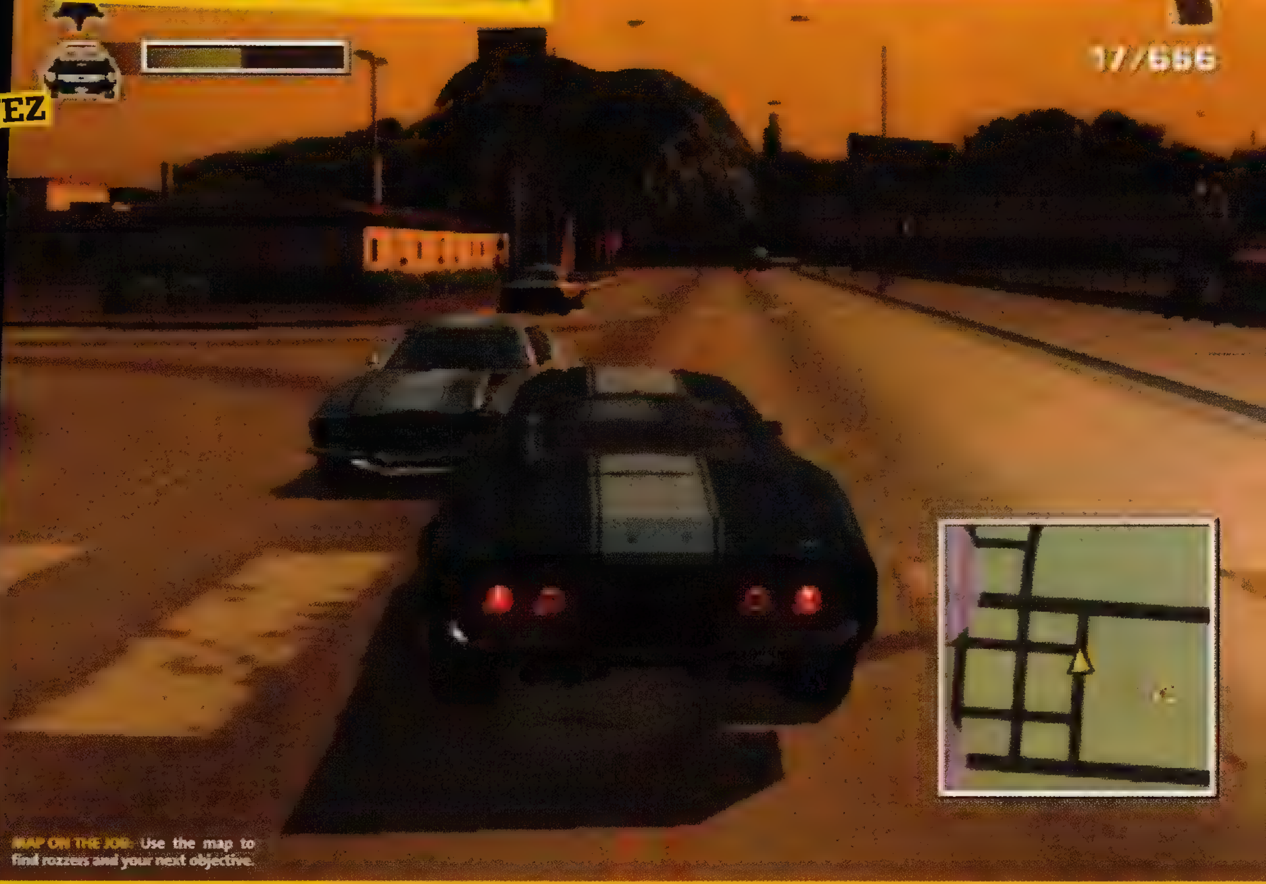
"Most of the missions involve more driving, but there are some where there's more running around than driving," says Martin. "For me the best missions are the ones that involve really fast flat-out chases and they're probably the simplest to set up now we've got all the AI working. Then there's a mission where you have to blow up a super-yacht off the coast of Miami and you're told to pick up some explosives from Stiltsville – this little group of houses on stilts just off the coast. There are loads of different ways of doing it. When you arrive on your powerboat the sound of the engine alerts the guards and they'll start shooting at you. If you stop short of the yacht you can jump into the water and swim to the boat, but that takes longer. Likewise, if you just show up at Stiltsville you're in for a fight, but if you go to the front of the yacht and take the small launch from the boat the guys at Stiltsville will assume you're from the yacht and give you explosives so you won't even have a shootout."

"We've gone for a structure of missions that's fairly rigid – there's mission one, then two, then three. But we do have splits where you can play as Jones instead of Tanner at certain points and in some cases Jones is actually in a different country so you're in the middle of a mission in Nice and one of your options is to play as Jones, who hasn't flown out to Nice yet, so you get a fresh look at Miami again. You have to offer something that doesn't have the game on rails in terms of solving it. There's lots of freedom in the game too, of course. It's not like *Stuntman* – you're not on a 'track', you can go wherever you want."

RICKY FAKE: Once again the cars a mish-mash of familiar shapes blended to form made-up hybrids.



MIKE SPEED: Play in first-person view on the motorbike for the ultimate head-rush. This is way beyond fast.



MAP ON THE JOB: Use the map to find rozzers and your next objective.

FUZZY DUCK: Once again there's plenty of dodging the filth.

"THE GETAWAY? LET'S JUST SAY IT WASN'T FOR ME..."

Need a bit more power? Trucks and vans [illegible]

THEN JERICHO: Main bad guy Jericho is leader of a steal-to-order car theft gang.

MOVIE MADNESS

"It would be a lot cheaper and a lot easier to do our cutscenes with the game engine, but I don't think PS2 is there yet for creating the complete, absorbing atmosphere that we wanted in the cut-scenes," Martin tells us. "I wanted them to be as close to a film as possible, so that's why we've got the music in there – our Michael Mann type of thing with the scenes cut to the music. If we were to take the game engine characters into the scene they'll always look a little bit fake. It's a big overhead. It's very expensive but it looks good. We could have done it live action, but with the rendering it's all under our control. We can change details and change missions, we don't have to get the cast and crew back together and reshoot scenes. We can make adjustments right to the last minute."

IMITATION STREET

So what does Driver boss Martin Edmondson think of all those rival games?

TRUE CRIME

"This genre – the whole driving around open cities genre – didn't exist before *Driver*. It's inevitable that people are going to draw inspiration from each other and that's how we've ended up with *True Crime*. *Driver* sits in it's own area because there are no other simulations of car chases. *True Crime* invested a lot of time in the fighting and the shooting and the on foot stuff and very little in the in-car sections."

THE GETAWAY

"Erm... Let's just say it wasn't for me. [Massive, diplomatic pause, followed by furtive eyeing of the PSM2 dictaphone] Hopefully they'll fix it for *Getaway 2*, but they'll lose something by having to do the second game in London. There's no fresh perspective 'cos they can't take it anywhere else 'cos *Getaway* is just a London gangster thing."

VICE CITY

"This is the best of the bunch by far. I don't think any of the others come anywhere near it in every respect. Good though *Vice City* is, you could never call it a car chase simulation. The same goes for any of the other games. The driving sections tend to be the weakest elements of the other games and they focus their efforts on the other bits of the action. In *Vice City* there's tons of fun you can have out of the car."

CAB C NESBITT: Fancy going in under cover? A harmless cab is an ideal way to get closer without arousing suspicion.

FUN WITH GUNS

If a bad guy drops it, you can pick it up. Here's the Driv3r arsenal in full

HI-POWER AUTO 9MM

Type: Single Action
Chamber: 9x19mm Luger/Parabellum
Weight unloaded: 625g
Length: 186mm
Barrel length: 114mm
Capacity: 17 rounds
Good for: Unlimited ammo makes this your basic jack-of-all-trades.

SERVICE ISSUE 9MM AUTO

Type: Single Action
Chamber: 9x19mm Luger/Parabellum
Weight unloaded: 1300g
Length: 203mm
Barrel length: 125mm
Capacity: 10 rounds
Good for: Taking down big men with a single shot.

MP SILENCED

Caliber 9x19mm Luger/Parabellum
Weight: 255
RPM: 800
Magazine Capacity: 30
Effective Range: 100m
Good for: Slicing and dicing cars and scenery

12 GAUGE ASSAULT SHOTGUN

Type: selective pump-action or gas-operated
Gauge: 12
Length: 1041mm
Barrel length: 546mm
Weight 4.4kg
Capacity: 8 rounds
Good for: Stopping a car dead in it's tracks.

9MM MACHINE PISTOL

Calibre: 9x19mm Luger/Parabellum
Weight: 3.7kg
Length: 470 / 650mm (stock closed / open)
Barrel length: 400
Rate of fire: 600rpm
Magazine capacity: 32 rounds
Effective range: 200m
Good for: Blitzing a crowd of bad guys. Just press fire and wave it.

9MM RAPID FIRE MP

Calibre .45ACP, 9x19mm Luger/Para
Weight 2.84 kg
Length 269 mm (548 mm with open stock)
Rate of fire 1100: rpm
Magazine capacity 32 rounds
Effective range 25 meters
Good for: When things get up close and messy.

ARMALITE

Calibre: 5.56 NATO (.223 rem)
Action: Gas operated, rotating bolt
Overall length: 1016mm
Barrel length: 508mm
Weight: 3.77kg
Muzzle velocity: 991m/s
RPM: 600 approx
Magazine capacity: 30 rounds
Good for: Long range stand-offs and shoot outs.

GRENADE LAUNCHER

Magazine capacity: 1
Good for: Blowing the crap out of stuff.

YOU
WATCH
THEIRS
PlayStation 2
SOCOM II
16+

Looking after number 1 isn't an option in SOCOM II. Using the voice recognition headset, you have to command your crack team of U.S. Navy SEALs to victory once again. And with PlayStation Network Gaming, you can also play up to 15 others online. SOCOM II. Watch out for it.

fun, anyone?
PlayStation 2
NETWORK PLAY
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"FULL OF SPLENDIDLY CREATIVE PROFANITY" THE SUFFERING, PAGE 44

Hands

Bad Boys 2

You don't mess with TNT agents Lowry and Burnett. Yep, it's a shooter based on the movie and the air is thick with bullets 'n' smart-ass comments.

The Suffering

A hugely atmospheric survival horror set in a prison infested with hideous monsters. This could be the sleeper hit of 2004.

Fight Night 2004

It's a long time between good boxing games, but this one could give king Rocky, a run and a punch for his money.

You want more?! Demanding aren't you? Don't miss our massive features on Driv3r (page 30) and Silent Hill 4 (page 48). Will that do ya?

WELCOME...

For graffiti artists or geometry teachers the answer's simple enough. But where do you draw the line when converting rich – but essentially obscure – source material into a popular videogame? On the strength of Atari's *almost* brilliant *Transformers*, the answer's somewhere down the middle, but with a jagged outline.

Optimus Prime? Safe. Unicron? Risky. Three playable characters? Pathetic. That's the line you walk, but Melbourne House's arcade shooter just about keeps its balance. And, *and* – in a desperate attempt to make this work – *Bad Boys 2* stays the right side of the line to convey the film's explosive roots, *Fight Night* bends the line to create a fluid curve and *The Suffering* crosses the line. Then rubs it out. It's *that* simple!

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You get to hear what we honestly think of a game at an early stage, not what the press release says.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

LOCATION, LOCATION

The game starts in the Amazon, in the year 2010. The Autobots are desperate to find the Mini-Cons before the evil Megatron can exploit their powers. As the plot progresses you move from the snowy plains and claustrophobic valleys of the Antarctic, to a giant ship moored in the Mid-Atlantic, culminating in a vicious showdown with the giant Tidal Wave. The game concludes on the *Transformers* home planet of Cybertron, accurately reproduced, which will be to the delight of cartoon and comic fans.

s-On

BECAUSE WE PLAY EVERY GAME WE PREVIEW

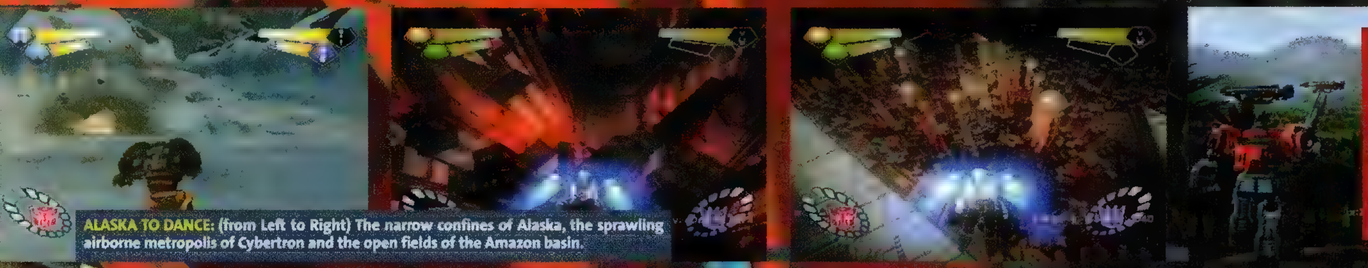
PSM² MOST ANTICIPATED!

■ **DEVELOPER** Melbourne House ■ **PUBLISHER** Atari ■ **GAME TYPE** Third-person shooter

TRANSFORMERS

"You can ram into someone and transform in mid-air while targeting another foe directly behind"

Sod the modern fixation with irony. Back in the 80s the Transformers were the most exciting toy *in the universe*. With only the homoerotic stylings of He Man for company, nothing – *nothing* – seemed more alluring to young minds than a 20 foot (well, eight inch) robot that could fire pseudo-nuclear missiles and transform into a Lamborghini. It was *brilliant*. Until, er... you *actually* started playing and everything fell to shit. Most bots (well, Megatron) took ten minutes to transform, the rockets wouldn't fire and after ten minutes of making "pzhew, pzhew, pzheeew!" laser noises even the most confident child would be riddled with crippling self-doubt. Worse, if you'd accidentally bought robot–cum-*microscope* Perceptor, every battle became an elaborate justification for examining soil samples. The toys were clumsy, fragile and *waaay* less fun than they looked – in other words, the exact opposite of *Transformers* on PS2.



ALASKA TO DANCE: (from Left to Right) The narrow confines of Alaska, the sprawling airborne metropolis of Cybertron and the open fields of the Amazon basin.

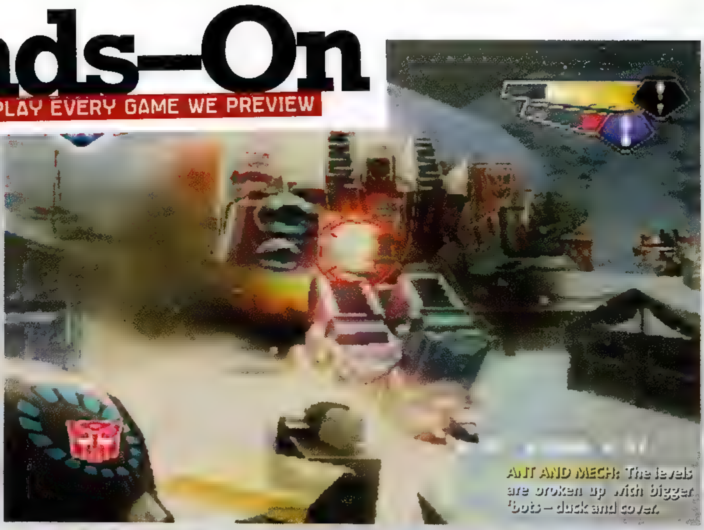
TURN THE PAGE FOR MORE ON TRANS FORMERS...

ANTICIPATED FEATURES

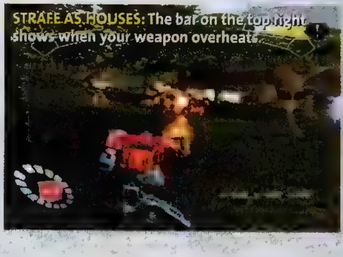
- Three playable characters: Optimus Prime, Red Alert and Hot Shot.
- Eight levels including Amazon, Alaska and Cybertron.
- 40 Mini-Con power ups including Stealth Field, Homing Missile and Safeguard.
- Battles with key Decepticons including Starscream, Megatron and Unicron.

WHERE IT'S AT...

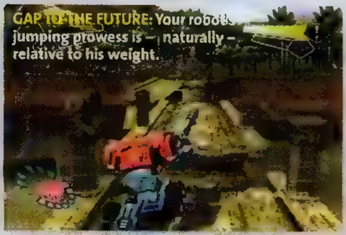
- The game's about 80% complete, with the team currently ironing out bugs and repositioning key enemies to balance the gameplay.



ANT AND MECH: The levels are broken up with bigger 'bots – duck and cover.



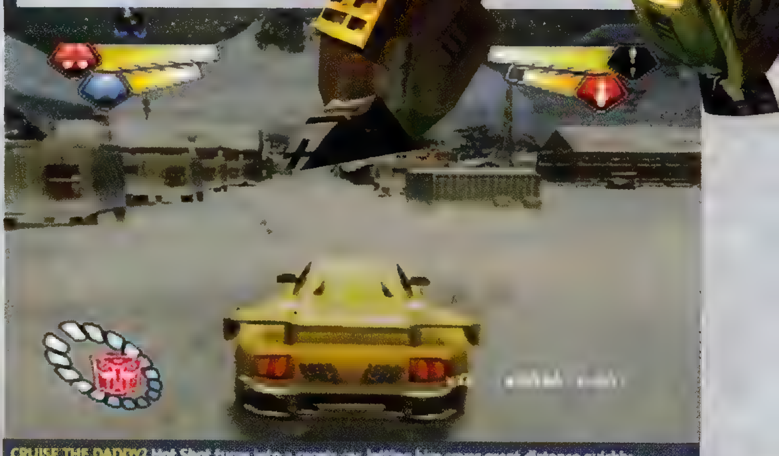
STRAFE AS HOUSES: The bar on the top right shows when your weapon overheats.



GAP TO THE FUTURE: Your robot's jumping prowess is – naturally – relative to his weight.

AND NOW I'M A CAR...

The Autobots have been reproduced in startling detail, utilising 12,000 polygons for each character. Better yet, the transformations are silky smooth, shaming the clunky animation of the cartoon series. You can transform at any time, either to ram-raid hordes of Decepticlones, flee from relentless gunfire or leap chasms. Levels take over 20 minutes to cross by foot, so you'll be thankful for your wheels.



CRUISE THE DADDY? Hot Shot turns into a sports car, letting him cover great distance quickly.

Don't get us wrong, Atari's game looks beau–di–ful, with sprawling vistas, gushing river spray and rock-solid draw distances. The too-good-to-be-true first screenshots don't lie – the environments are truly lush, almost evocative of *Halo* on – yes – Xbox. You can zoom in at any time to admire the texture detail on a passing drop ship and fly, drive or trundle to any visible landmark on the horizon.

Controls? Like *Medal of Honor* in the third-person. The right stick aims, and the left chucks around your metal schizophrenic. The 'weight' of the characters is spot on, with Optimus Prime handling like, well, an articulated lorry and lighter characters Red Alert and Hot Shot moving like sprightly ten tonne automatons. The heroes fall into the universal categories of strong but slow (Prime), fast but weak (Hot Shot) and the all-rounder (Red Alert). Prime's advantage is that he can run over foes in his truck form, while Hot Shot can leap bigger gaps and evade missiles. Red Alert's main strength is that he looks a bit... erm *gay*, like an SUV version of C3PO.

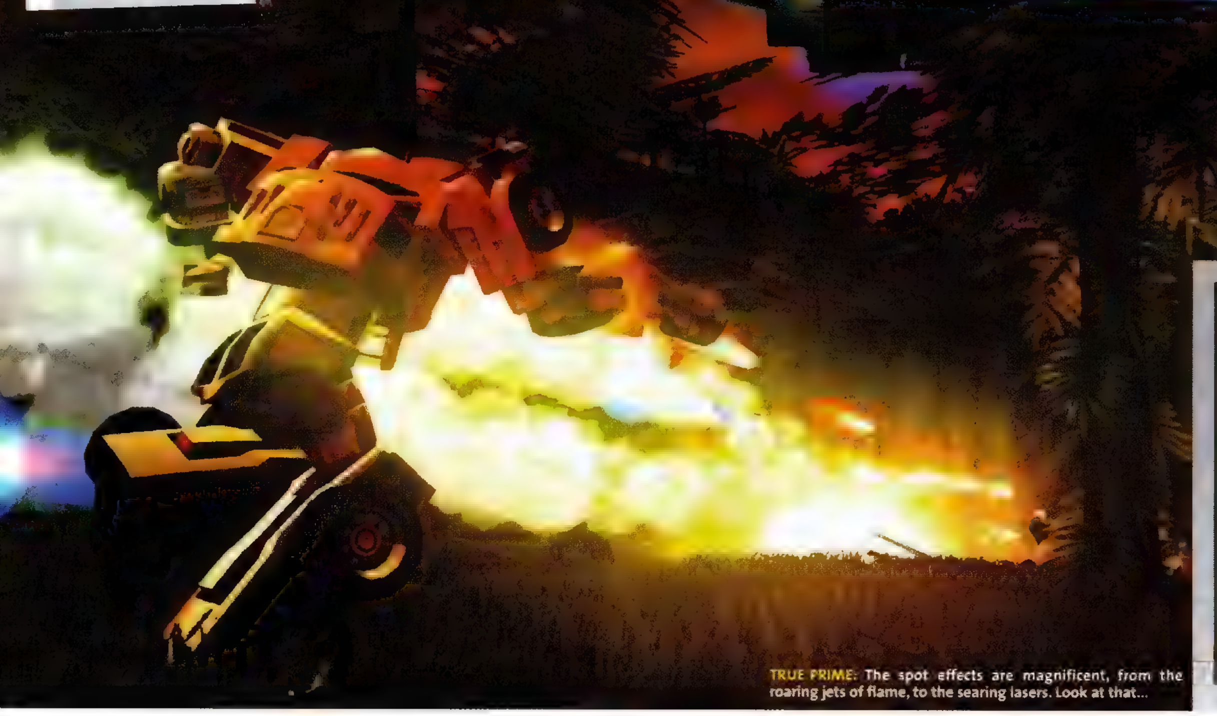
For fans of the comic – even those who bought the Head Masters plot, where little men underwent surgery and became the Transfomers' *heads* – the story's slightly contrived. Due to restrictions imposed by toy makers Hasbro, neither the Autobots or Decepticons can be destroyed, leading to an invention of an entirely new species – the Decepticlones. With no purpose other than mobile cannon fodder, the clones bumble around waiting to kiss your lasers and excreting – this gets worse – Energon crystals. These can be used to power your Mini-Cons. Ah, yes...

The Mini-Cons are little bolt-on bots that act as power ups (more on that later). A spaceship full of 'em landed on Earth, ooh... ages ago and now the Autobots and Decepticons are scrapping over them to gain superiority. Basically, it's an excuse for boss battles with faves such as Starscream, Megatron and – check this – Unicron, the planet devouring, near-omnipotent, giant ball bearing from the movie (voiced by Citizen Kane Director Orson Wells, stat buffs).

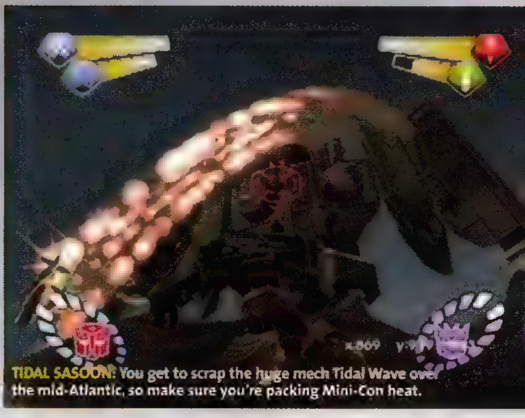
While combat is essentially basic – lock-on, strafe and shoot – a patient approach is invaluable. Make no mistake, this game's *tough*. We waded into a four Decepticlone ambush with all-guns-blazing and left with our metal ass handed back on a missile. You've really got to duck and weave, taking care not to overheat your primary blaster and using the element of surprise. Stealth isn't the right word – an articulated lorry lacks the fidelity of Solid Snake – but you can scope your foes from distant outcrops before charging in.

Strategy derives from in your employment of Mini-cons. Each teeny bot – over 40 of them – offers a different ability, from armour to glider wings. You can only equip four Mini-Cons at any one time, with the

> "WE WADED IN WITH ALL GUNS BLAZING AND LEFT WITH OUR METAL ASS HANDED BACK ON A MISSILE"



TRUE PRIME: The spot effects are magnificent, from the roaring jets of flame, to the searing lasers. Look at that...



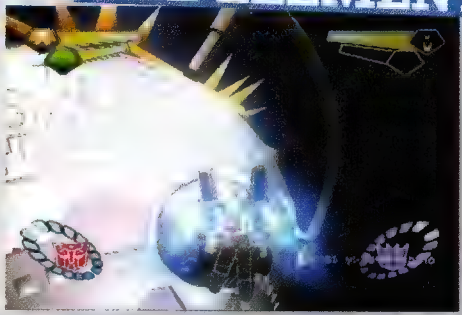
TIDAL SASOON: You get to scrap the huge mech Tidal Wave over the mid-Atlantic, so make sure you're packing Mini-Con heat.

DEBRIS DOES DALLAS: Once your foe's exploded into tiny pieces, look out for the Energon crystals vital to power your Mini-Cons and restore energy.

TRUCK AND MAUL: Watch in awe as Prime transforms and shatters his foe into tiny pieces of scrap.

> “TAKE CARE NOT TO OVERHEAT YOUR PRIMARY BLASTER ANDUSE THE ELEMENT OF SURPRISE”

TARGET RENEGADE: The cursor doesn't lock on perfectly, so take your time.



NAKED PUNCH: At close range, you automatically punch your foe.

COVER SHOT: Drop back a few metres for some safe shots.

ability to reconfigure mid-level at the save point warp gates. The problem is that different combos of Mini-cons drain your Energon supply too quickly, so you need to create a balance to avoid overheating.

Highlights? Turning Optimus Prime into a truck (tap ⓐ), then scattering the Decepticlones like skittles. You can even ram into someone and transform in mid-air while targeting another foe directly behind. Or use the glider to sail between outcrops while popping off shots with the grenade launcher.

You could curse the absence of a multiplayer mode, the choice of only three Autobots (why Red Alert, not Sideswipe?) and the relatively simple arcade mechanics. But that's not the point. Far from a cynical marketing exercise, or another worthless piece of ironic merchandising, *Transformers* is meant to be *played* – and that's a whole lot more than you can say for the toys. **PSM**

ETA
May
2004

Transfomers removes its disguise on May 14th.

MINI-CONS

As the game progresses, you'll find new Mini-Con power ups which can be used in – get this – over 29,000 combinations. There's also the chance to combine Mini-Cons in 'Powerlinx' – allowing devastating Matrix-style bullet time attacks – by finding mini sidekick Autobots; Jolt, Spark Plug and Long Arm. Out favourite Mini-Con powers are the Stealth Field, creating a Predator-style invisibility shield, plus the Hawk Eye, which gives users yellow-tinged heat vision to more clearly identify foes. Do you go for a safer Mini-Con package plus an Energon shield, or gamble on power and stealth?

Attach Mini-Con
Cancel
More Info

MINI ADVENTURE: The Mini-cons can be attached to different shoulder button presses.

BLAST ORDERS: The Homing Missile will track smaller foes and decimate 'em in no time.

DAN D's OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

Having failed to transform himself into a lady magnet, Dan cuddles *Perceptor* and pretends...

NAME Daniel Dawkins **DATE** 20/01/04 **LOCATION** PSM2 Office, Bath

“Confession: I own the first 150 Transformers comics – they're still bagged in an attic somewhere. So, as a hand-on-heart fan of the series, approached this with some trepidation. Atari gave us the inexcusably poor *T3: Rise of the Machines*, right? Mercifully, associations are void. The visuals are remarkably accomplished, with impressive draw distances and sparkling spot effects – from *SSX3*-style sun coronas, to gushing water easily a match for *Baldur's Gate* or *Ico*. Controls are comfortable, with decent response and satisfying weaponry, meaning FPS fans will be up and running in seconds. The only minor grizzles are the clumsy jumps (it's a ten tonne robot, right?), plus some minor camera issues associated with claustrophobic spaces. The Mini-Cons work well, creating a compelling incentive structure and reasonable tactical variety. There's nothing sweeter than driving into a pack of Decepticlones, transforming in the blink of an eye, then dispatching the stragglers with homing missiles. My only concern's that the game's *too* friendly, relying on repeated and relatively uninspiring hurdles of basic combat, offset by the distraction of stunning graphics and the allure of new Mini-Cons. Either way, it's great fun and ruthlessly accurate to the source material.”

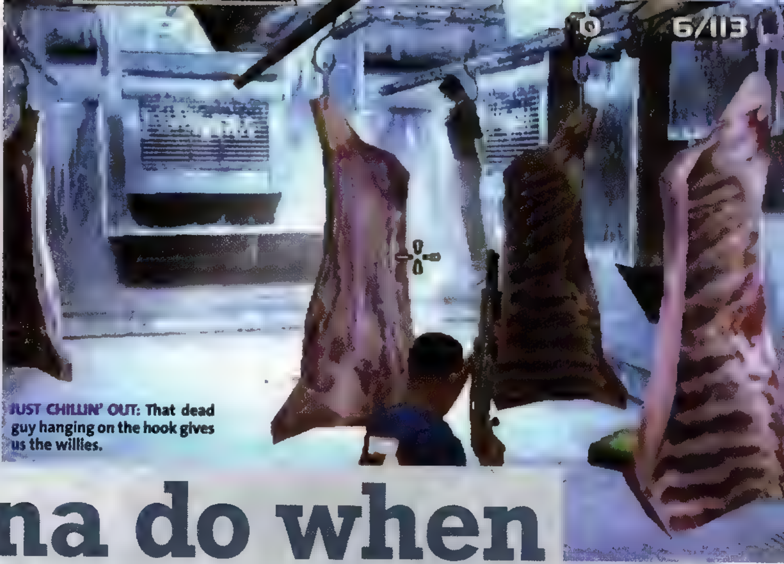
MY BEST BIT...

- Transforming in mid-air and running over the puny 'bots. Or tackling the screen-size Tidal Wave and marvelling at the graphics.

MY WORST BIT...

- Getting caught behind fiddly bits of scenery or constantly having to dispatch pitiful foes while waiting for my blaster to recharge.

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★★



JUST CHILLIN' OUT: That dead guy hanging on the hook gives us the willies.

DEVELOPER Empire Interactive **PUBLISHER** Blitz
GAME TYPE First/third person shooter

BAD BOYS 2

"Whatcha gonna do when they come for you? Whip out your shotgun, that's what."

ANTICIPATED FEATURES

- 15 stages of first and third person shooting action.
- Your control swaps between each Bad Boy.
- Unique "Cover Point" system encourages teamwork to clear each room of enemies.
- Includes a rating system where your performance is ranked from Perfect Cop through to Bad Boy. Yowsers.

WHERE IT'S AT...

- The final levels were incomplete in the code we tested, but it's looking likely to be ready for it's March 26 release.

ETA
March 2004

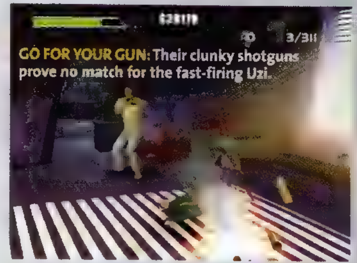
Mike Lowry and Marcus Burnett of the Tactical Narcotics Team (TNT – geddit?) are cops with attitude. They live hard, party hard and enforce the law with an iron fist. They mightn't act like best friends sometimes, but when the bullets start flying they pull together to get the job done. In this game of the film you're chasing a drug kingpin from the streets bad of Miami to the island of Cuba, alternating between controlling Lowry or Burnett. Your partner runs alongside you, shooting the odd bad guy, but also taking plenty of time to make smart-arsed comments.

Staying true to the highly explosive nature of the film, *Bad Boys 2* features a wealth of screen furniture that explodes satisfying when you shoot it. This volatile scenery can be the key to taking out a group of armed killers without exposing yourself to damage. Say they're crowded around a fuel barrel or even a ride-on lawnmower – with a couple of well-aimed shots you can blow the whole lot sky high.

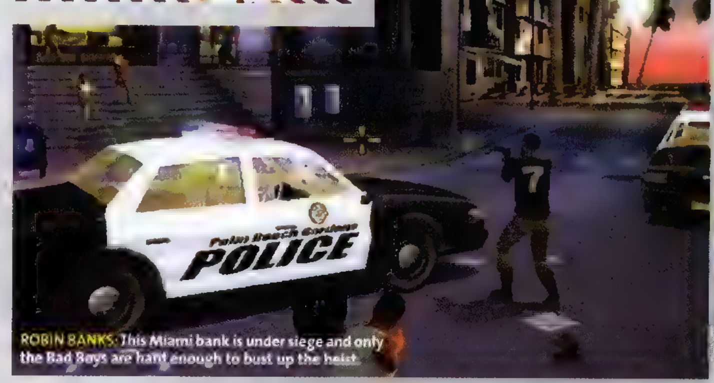
With just two TNT agents against a whole army of the drug baron's mercenaries you'll need to make use of techniques like the faithful dive roll to avoid a hail of gunfire. But *BB2* also emphasises seeking the safest areas of cover to fight from. These prime defensive locations are called Cover Points and are marked with bright circles.

There's a ton of quip-filled dialogue constantly flying backwards and forwards between the Bad Boys. The type of thing you're likely to hear is along the lines of "Cops: 1. Stupid dead punks: 0". The voice samples not only capture the smart-arsed competitive camaraderie between Lowry and Burnett that is at the core of the film, but only help to drive the plot forward. **PSM**

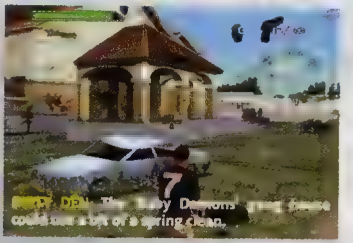
Bad Boys 2 releases on March 26.



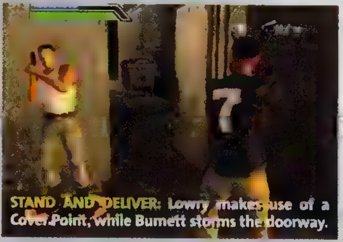
GO FOR YOUR GUN: Their clunky shotguns prove no match for the fast-firing Uzi.



ROBIN BANKS: This Miami bank is under siege and only the Bad Boys are hard enough to bust up the heist.



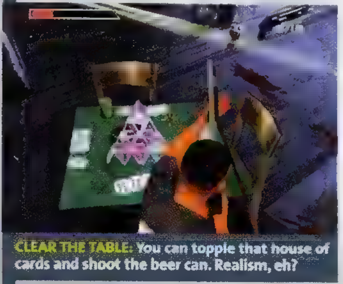
DIRTY DEN: The Baby Demons' gang house could use a bit of a spring clean.



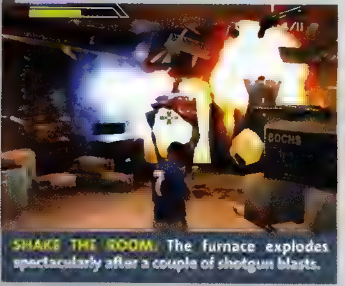
STAND AND DELIVER: Lowry makes use of a Cover Point, while Burnett storms the doorway.

BLOW WHAT UP!?!

Yep – everything from TVs and computers, through to ride-on lawnmowers can be reduced to a pile of smouldering ashes. Fully destructible environments are something we're pretty used to seeing in shooting games these days. But *Bad Boys 2* makes sure there are plenty of tiny details that can be destroyed just for the hell of it. Enter a kitchen and use watermelons, chocolate cakes, brandy bottles, roast chickens and dozens of other items for target practice. It mightn't help rid the streets of drugs, but it's a ton of fun.



CLEAR THE TABLE: You can topple that house of cards and shoot the beer can. Realism, eh?



SHAKE THE ROOM: The furnace explodes spectacularly after a couple of shotgun blasts.

JORIN'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

He ain't black. He doesn't own a gun. But Jorin's bad enough to never eat sprouts.

NAME Jorin Sievers **DATE** 20/1/04
LOCATION PSM2 Office, Bath

> *BB2* is looking like an enjoyable adaptation of a successful action movie. Developers Blitz have done a good job of distilling the central attractions of the movie – namely constant wise-cracks, tough boy gunplay and plenty of huge explosions – into a tight package. Drug dens are grim, graffitied affairs with beer cans scattered everywhere and mouldy mattresses on the floor (it reminded me of home, actually). Shooting holes in boarded up windows let in shafts of sunlight to penetrate the stale air. One criticism is a jumpy crosshair, which can prove annoying in fights where you're heavily outnumbered. However, I'm sure the finished product will make fans of the film happy.

MY BEST BIT...

- Taking out a group of drug pushers by blowing up the microwave oven beside them.

MY WORST BIT...

- Hearing a Bad Boy say "You picked a bad day to start playing with guns!" for the millionth time.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

TOM CLANCY'S

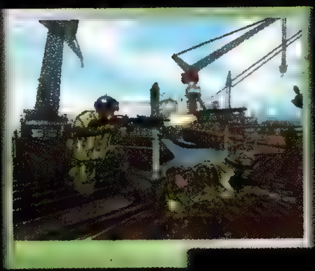
GHOST RECON

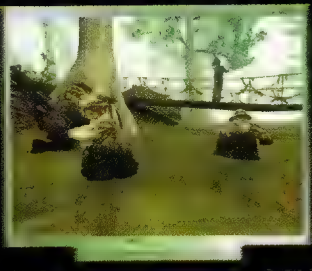
JUNGLE STORM

"It's one of the most immersive, addictive online games ever" **Gamesmaster (UK)**

"This is the most real, the most thrilling Ghost Recon yet" **PSW Magazine (UK)**

READY FOR A RUMBLE IN THE JUNGLE?





PlayStation 2
TOM CLANCY'S
GHOST RECON
JUNGLE STORM
16+

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- *Play multi-player either online or in split-screen in up to 31 maps*
- *Give voice commands using a headset in both single and multi-player*

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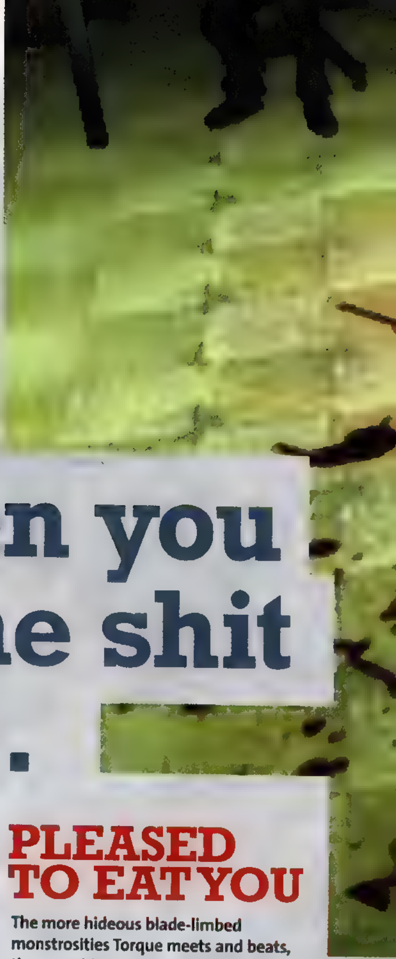
Demo version of Tom Clancy's Rainbow Six® 3 is only available with the sales pack of Ghost Recon, Jungle Storm and not the version with the headset included.



■ **DEVELOPER** Midway ■ **PUBLISHER** Midway ■ **GAME TYPE** Action Adventure

THE SUFFERING

"The lights go off, then you start playing… and the shit hits the fan big-time…

ANTICIPATED FEATURES

- Nine levels set inside a haunted prison, allegedly incorporating about 20 hours of gameplay.
- Ten period weapons to use, from the shiv (a big spike, basically) to the tommy gun and flamethrower.
- 12 grotesque monster types plus undead characters linked to the manner of their death (electric chair, etc).

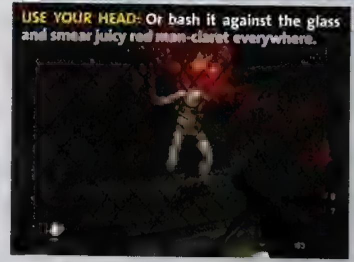
WHERE IT'S AT…

- *The Suffering*'s all done, it just needs a general polish and some frame-rate tweaking and it's ready for release next month.

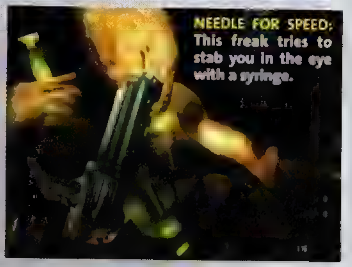
This is not a pleasant game. Early on, a soon-to-be-horribly-eviscerated bit-player utters the following phrase [edited for taste]: "They shoulda slapped cuffs on you when you came outta your momma's fanjita". And that's just the start of the pottymouthing. Is this the sweariest game ever?

Plus *The Suffering* is brutally, incredibly gory and stuffed full of horror movie-style shock moments. Fortunately it's also really bloody good and has proved to be the first real gaming surprise of 2004. We knew it would be nasty – but we had no idea quite how nasty, or how well directed, superbly presented and immense fun (if fun is the right word) it would be. While the preview code we've been playing is a little rough around the edges, it's plain to see that *The Suffering* is shaping up to be something quite special.

"HAS PROVED TO BE THE FIRST REAL GAMING SURPRISE OF 2004"



USE YOUR HEAD: Or bash it against the glass and smear juicy red mon-claret everywhere.



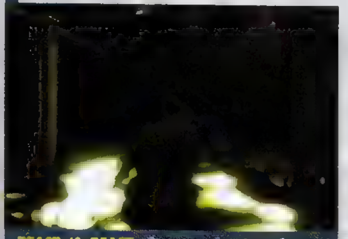
NEEDLE FOR SPEED: This freak tries to stab you in the eye with a syringe.

Part of its blood-soaked beauty lies in its simplicity. It's set in a haunted prison (a haunted prison! Now *that's* high concept. You can bet your immortal soul that – if the movie rights haven't been sold already – Jerry Bruckheimer will be straight on the phone once the game's out). Doing away with hours of tedious setup, you're plunged right into the thick of things, with just the right amount of information. The game starts with you, as anti-hero Torque, banged up in chokey for an as-yet undisclosed crime. His thoroughly unpleasant fellow inmates bicker for a bit. The lights go off and the shit hits the fan big-time. And then you start playing. It's a cracking start to the game,and the opening level plays out like the equivalent bit of *Half-Life*, with plenty of gruesome scripted set-pieces (half the fun is wondering who will die next and how they'll cop it) and an equally well-implemented sense of place. Atmosphere is the word and *The Suffering* has it in spades.

Your objective is to make your way through the demonically-infested prison, picking up equipment along the way. There's a good variety of period-specific weaponry (it's set in the 1950s) and the option of a first-person view means you can play the game like *Medal of Honor*, if you wish – and unravel the mystery of what's going on. And it's an intriguing mystery, not least because Torque appears to be heavily involved and it's only by playing through the game that you'll find out why he's in prison in the first place. Hell, our hero can even

PLEASED TO EAT YOU

The more hideous blade-limbed monstrosities Torque meets and beats, the more his insanity meter will rise. Once this is full, tapping Ⓐ will turn him into a shitting great hulk-beast that shares worrying similarities with the monsters he's fighting. The transformation is incredible and accompanied by a disconcerting pulsing effect and a blood-red tint. Horrible. Now the bad guys get shredded with but a swipe of your rusty metal sword-arm. Clever and different.



BEAST IS BEAST: Once you're transformed enemies will fall like ninepins. Pleasing, that.

s m a s h   y o u r   m a t e s

Wherever your mates are, you can now broadside them via broadband in Destruction Derby Arenas. Other Network titles include EverQuest,

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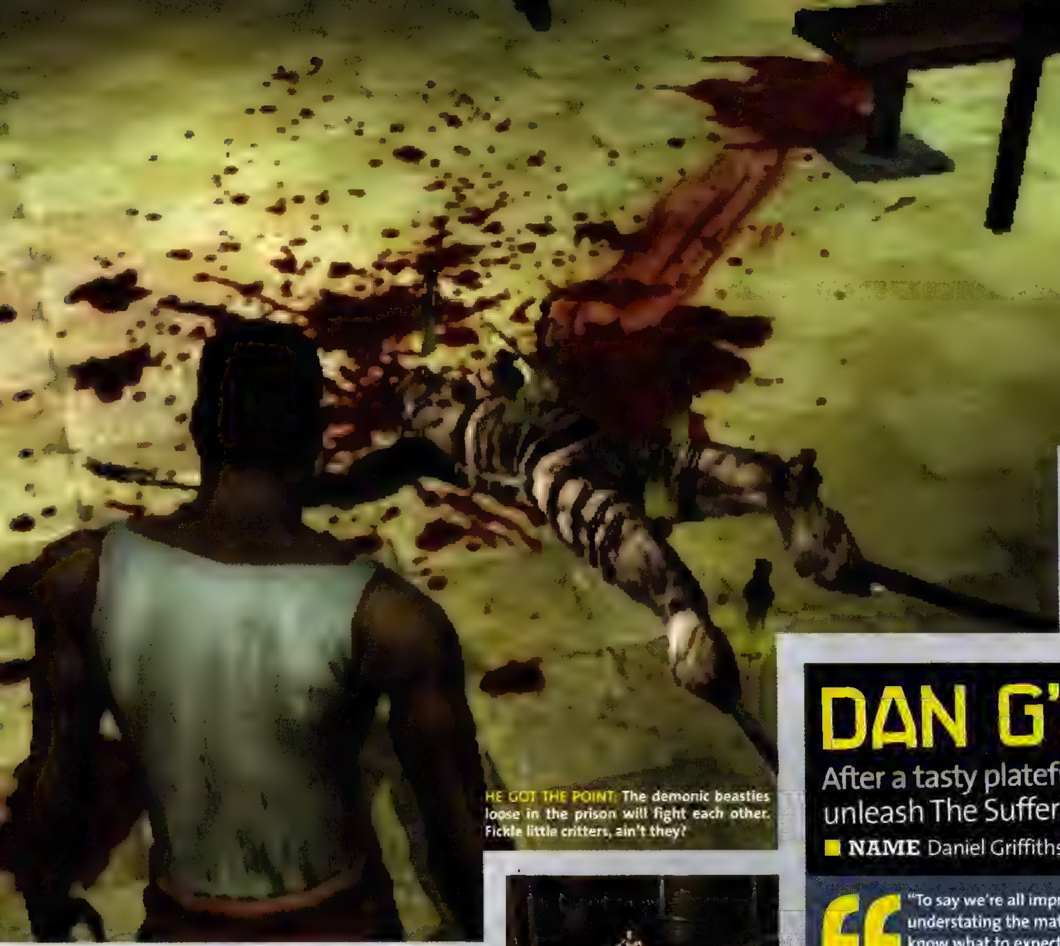
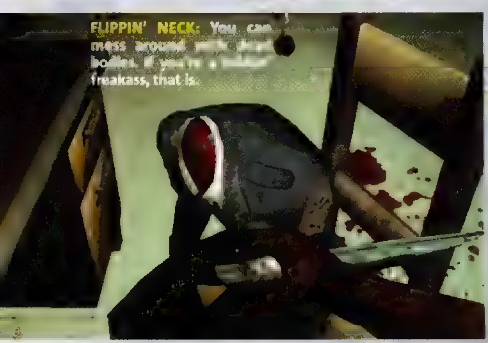


HE GOT THE POINT: The demonic beasties loose in the prison will fight each other. Fickle little critters, ain't they?

SPIKE JONZE: Once you get the Tommy gun you'll find ranged combat is far safer than this.

Flashlight



FLIPPIN' NECK: You can mess around with dead bodies, if you're a [illegible] freakass, that is.

wig out when his insanity meter is full and turn into a full-on demon berserker himself. How cool is that? Pretty cool. But aside from that, it deepens the enigma of *The Suffering* considerably.

So, how does it actually *play*? So far, it's more about action than puzzles, with plenty of gratuitous gunplay that reminded us of the later levels of *Manhunt*. There's also plenty of exploration and the game's brilliantly directed – half-glimpsed horrors whip past an open doorway, Torque suffers flashbacks that overlay what's on-screen to properly chilling effect and the voice-acting is spot-on. In short, this is the horror game we've been waiting for and we can sum it up with our own high-concept pitch: it's Hellraiser meets Oz meets *Silent Hill*'s scary bits. How's that for you, Mr. Bruckheimer? **PSM**

The Suffering's released in April.

ETA
9th April 2004

DAN G'S OPINION

After a tasty plateful of brains Dan is ready to unleash The Suffering's deepest, darkest secrets.

NAME Daniel Griffiths **DATE** 26/1/04 **LOCATION** PSM2 Dungeon, Bath

"To say we're all impressed with this is understating the matter. We didn't really know what to expect from *The Suffering*, but it drew a crowd almost immediately via its gruesome shocks, excellent storyline and really quite disturbing creature-design (by movie monster maker Stan Winston, fact fans). And so far it seems to be unsullied with unnecessary *Resident Evil* & *Silent Hill*-style puzzling, which makes for a breath of fresh air. Though, while the action is well-handled, it's the story that really grips – is Torque innocent or guilty? Helping or hindering the other characters you meet seemingly helps you decide this, with three different game-endings available depending on who survives and how much of a good boy you are. It's fascinating stuff, endlessly intriguing and enlivened no end by the behaviour of the beasties you'll meet. From the sword-armed gimps that scuttle across the ceiling then advance menacingly, blades drawn sparking across the floor, to the horrible syringe-babies that try to spike your eyes and the huge and horribly fleshy hulks with rifles embedded in their lumpy backs, the creatures in the game are both magnificently designed and terrifyingly convincing in their behaviour. To say we're looking forward to the finished code is an understatement."

MY BEST BIT...

- The first fifteen minutes of the game are brilliant. Torque is led from his cell, where all hell breaks loose and he forms an uneasy (and short lived) alliance with a prison guard.

MY WORST BIT...

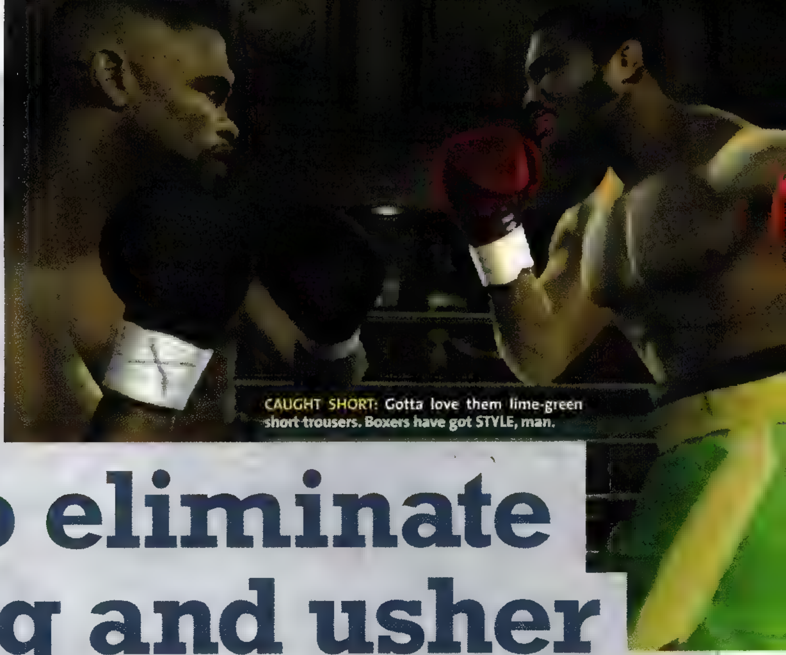
- The game runs the risk of devolving into a simple shooter. Although it looks like the mayhem has been punctuated with enough drama to keep it interesting.

ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★★★

u p f r o m a d i s t a n c e

My Street and Amplitude. So get yourself a broadband connection, a PlayStation Network Adaptor and tell your mates to fasten their seatbelts.

fun, anyone?
PlayStation.2



CAUGHT SHORT: Gotta love them lime-green short trousers. Boxers have got STYLE, man.

DEVELOPER EA **PUBLISHER** EA **GAME TYPE** Sports Simulation

FIGHT NIGHT 2004

"The aim is to eliminate button-bashing and usher in a new era of strategy"

ANTICIPATED FEATURES

- An all-star cast of past and present boxers, headlined by Roy Jones Jr.
- Sprawling career mode lets you choose your theme music, assemble an entourage, train your own dancing troupe, even choose your own victory fireworks.
- 'Total Punch Control' aims to make the fighting system 'invisible'.

WHERE IT'S AT...

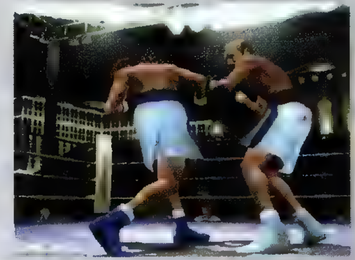
- Still early, but good. Should be on track for an April release.

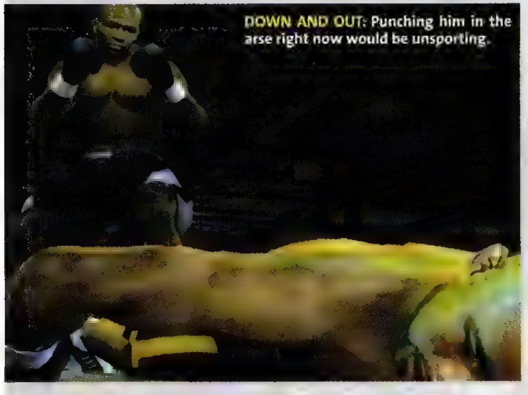
K*nockout Kings* is dead. Long live *Fight Night*! EA's latest addition to their frankly terrifyingly comprehensive roster of sports games replaces their venerable boxing series and actually looks like a concerted attempt to evolve the noble art of videogame pugilism. It's certainly got some fresh ideas up its baggy silken sleeve.

And these ideas mainly boil down to the snappily-titled Total Punch Control™ system. Punches are no longer bound to button presses; instead, while the left analogue stick moves your boxer around, the right stick controls his fists. Sweep it down, across and up and you'll deliver an uppercut and that's just for starters – the system offers a bewildering amount of moves, all activated simply by thumb movements. It's incredibly fluid, but there's more; hit L1 and you'll 'plant' yourself, with the left analogue stick now allowing you to dodge and weave, which in turn enables you to get counter punches in with the right stick. EA state that their aim with *Fight Night* is to eliminate button-bashing and usher in a new area of strategy and tactics. And on the evidence we've seen, they might just do it.

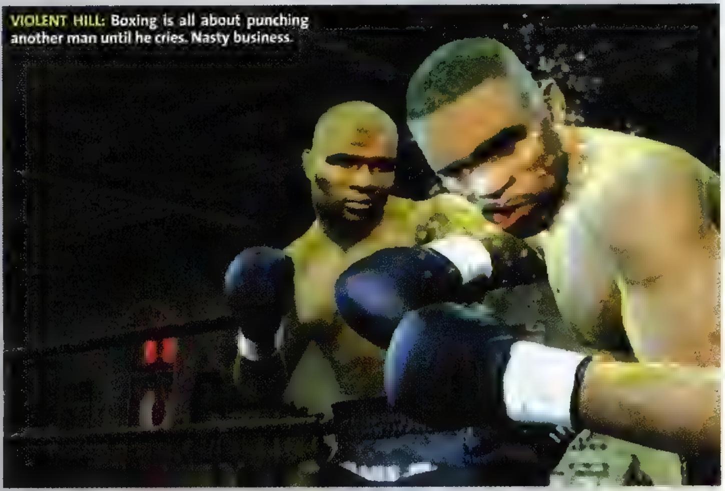
Naturally, there's more to the game than just the fighting system – there's an attention to detail on display that's simply belief-beggaring. The sprawling career mode allows you create your own boxer – with your own face, thanks to the nicked-from-*Tiger-Woods* face mapping system. Even humble knockdowns benefit from some forward-looking design. Rather than hammering a button, you've got to overlay multiple images of the referee (seeing double, see?). Nice, don't you think? PSM

Fight Night 2004 is ducking and swinging around shelves in April.





DOWN AND OUT: Punching him in the arse right now would be unsporting.



VIOLENT HILL: Boxing is all about punching another man until he cries. Nasty business.

ETA
April 2004

IT'S THE TOOTH: Time to book a visit to the dentist. And probably the plastic surgeon.

MY FIST, YOUR FACE

***Rocky* set the bar for real-time boxing damage, but *Fight Night* is trying to raise it. Bruises and cuts will result as realistically as possible from the angle and force of punches and from what we've seen it's really quite wince-inducing and therefore effective. The KOs might be a little over-the-top.**

DAN D'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

PSM2's celtic southpaw slips a horseshoe in his glove and gets skipping.

NAME Daniel Dawkins **DATE** 27/1/04
LOCATION The Ring

"Frankly, I never thought I'd need another boxing game after the brilliance of Rage's *Rocky*, but *Fight Night* looks like it might do the impossible: convince me that I need another boxing game. The 'Total Punch Control' should, theoretically, allow for a quite mind-meltingly massive amount of moves and offer some incredibly fluid and flexible fisticuffs. In our time on the game we were flailing our arms around like drunk gibbons, so it'll obviously require a bit of practice. While this may lack the immediacy of *Rocky* it might offer more in the long-term and the frankly bewildering amount of extras – including the masterstroke of recreating your own face – is tops."

MY BEST BIT...

- The control system is ocean-deep. There's so much scope it's frightening.

MY WORST BIT...

- Getting to grips with said control system is easier said than done...

ORIGINALITY	★★★
HANDLING	★★★
PRESENTATION	★★★★

ADV FILMS

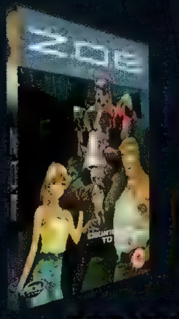
Prepare to win or die!

ZONE OF THE ENDERS

Z.O.E

DOLORES, i

You've completed the games – Now complete the series!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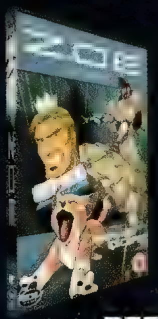
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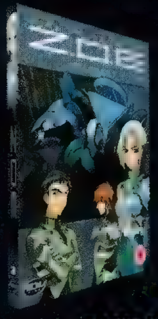
DZE/004

DZE/005

DZE/006

DZE/007

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ADV FILMS

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EVERY ENDING REVEALED!

+ how to get them

GAME: SILENT HILL

(1999)

[illegible] **Good+ Ending**

[illegible] Cybil (the motorcycle cop) survives and Harry has the poison (Algophatis) Dr Kaufmann wants. Kaufmann throws it at Mother Alessa, the god emerges burning Dahlia before Harry kills it. Harry then cops off (boom boom) and leaves with Cybil having been given a baby girl, while the possessed nurse Lisa pulls Kaufmann – who fathered Cheryl and Alessa with Dahlia – into the fires of hell.

[illegible] Take some of the red liquid using the bottle found in the kitchen. Visit Anne's Bar, Indian Run and the Motel. Save Cybil at the amusement park.

[illegible] **Good Ending**

[illegible] Cybil dies, but Harry has Kaufmann's Algophatis poison. Kaufmann throws it at Mother Alessa and the god emerges, burning Dahlia before Harry kills it. Harry then leaves alone having been given a baby girl, while the possessed nurse Lisa pulls Kaufmann into the fires of hell. This is the ending *Silent Hill 3* assumes really occurred.

[illegible] Take some of the red liquid using the bottle found in the kitchen. Visit Anne's Bar, Indian Run and the Motel. Kill Cybil at the amusement park.

[illegible] **Bad Ending**

[illegible] Cybil dies and Harry doesn't find Kaufmann's Algophatis poison. Mother Alessa burns Dahlia and Harry kills Mother Alessa with the god still inside her. As a result he doesn't receive the 'reborn' Cheryl / Alessa and is wracked with grief for Cheryl. Harry is last seen slumped at the wheel of his Jeep, bleeding and quite possibly dead. Happy ending, eh?

[illegible] Don't take any of the red liquid. Don't visit Anne's Bar, Indian Run or the Motel. Kill Cybil at the amusement park.

[illegible] **Bad+ Ending**

[illegible] Cybil survives but Harry doesn't find Kaufmann's Algophatis poison. Mother Alessa burns Dahlia and Harry kills Mother Alessa with the god still inside her. Cybil comes to, having been previously knocked out by Dahlia, to find Harry weeping about Cheryl. He does not receive the child. Cybil slaps him, disgusted and tells him to go.

[illegible] Don't take any of the red liquid. Don't visit Anne's Bar, Indian Run or the Motel. Save Cybil at the amusement park.

[illegible] **UFO Ending**

[illegible] Harry finds the Channelling Stone and uses it at various key points. After using it at the lighthouse, aliens appear and he asks if they've seen Cheryl. They futuristically zap him and cart him off to their ship, which is quite rude.

[illegible] Having completed the game and saved, begin another. Locate the Channelling Stone in the convenience store, found to the north of the diner where you first meet Cybil. Use it on top of the alternate school, outside the hospital before the moth fight, in the motel car park, the cabin of the old boat and the top of the lighthouse.

THE STORY SO FAR...

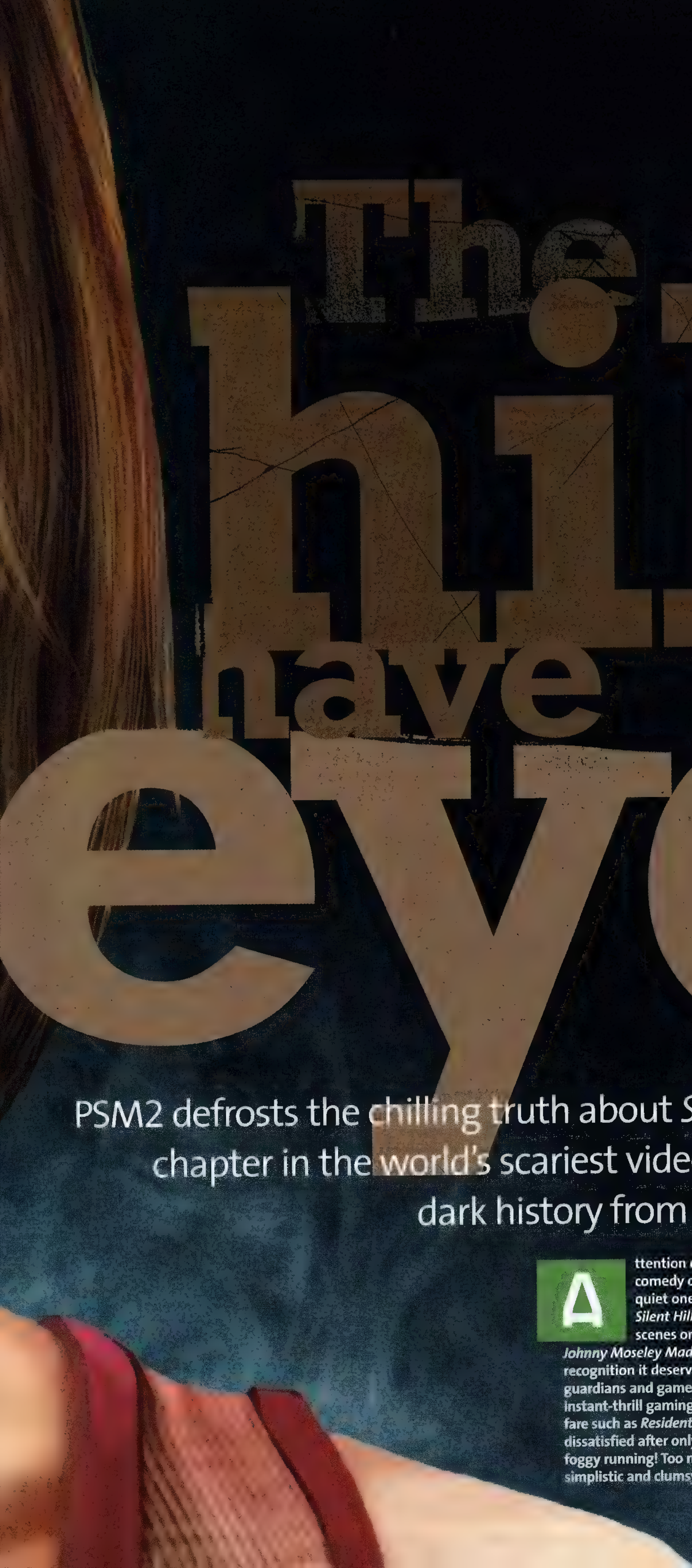
...in Silent Hill

IN ONE SENTENCE

Satanists lure Harry Mason's child away, but he gets a new one.

WHAT?

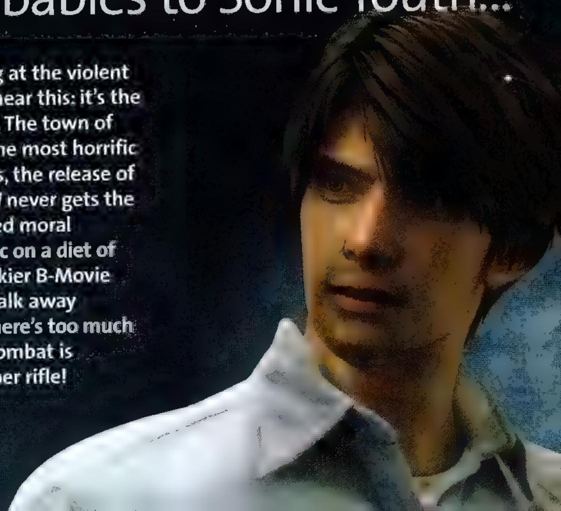
After crashing his car entering *Silent Hill*, Harry Mason loses his daughter, Cheryl. His search for her reveals monsters, skinned babies and lunatic cult members who, seven years ago, set fire to a little girl – Alessa – then kept her alive in a secret basement below the Brookhaven Hospital. It transpires that Alessa and Cheryl are sisters and each has half the spirit of Samael (a fallen angel) within them. The shape of Alessa merges with Cheryl, but Harry throws a poison at Alessa/Cheryl and kills Samael when it emerges. The cult, (whose leader is Dahlia Gillespie) brought about much of the town's woes, and is destroyed. Or is it? Harry is then given a newborn baby and escapes.

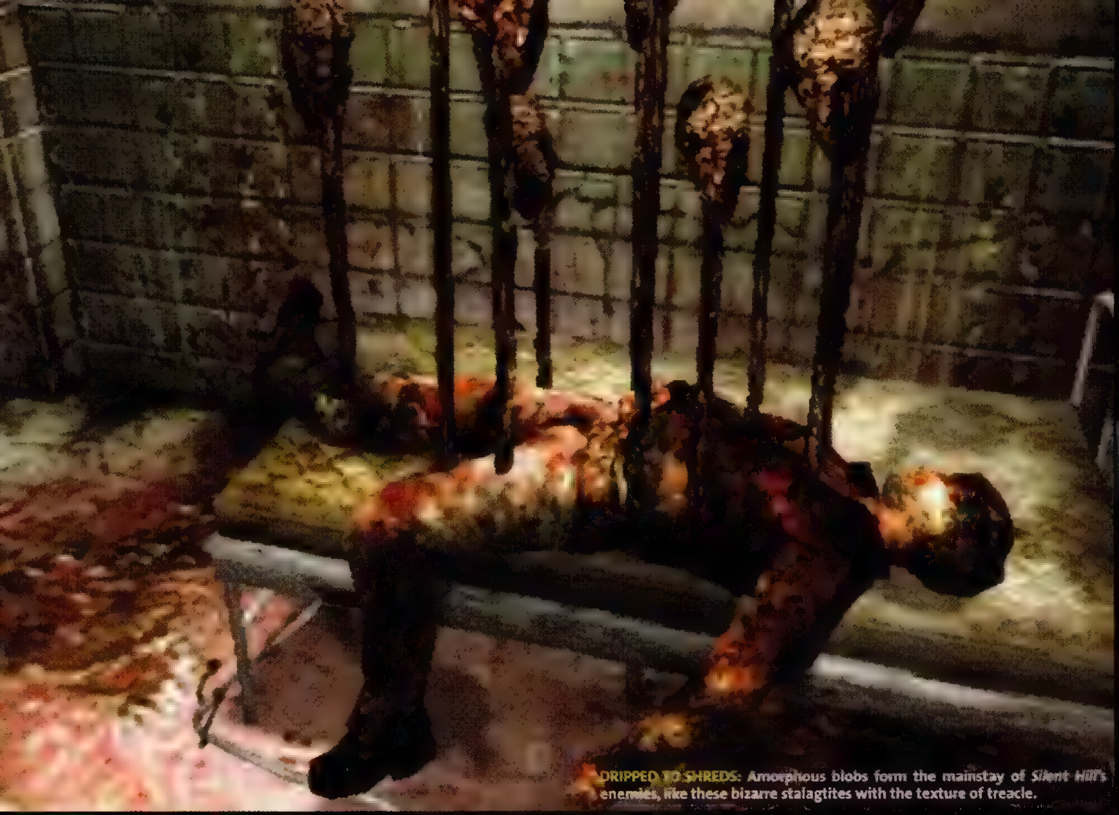


The hills have eyes

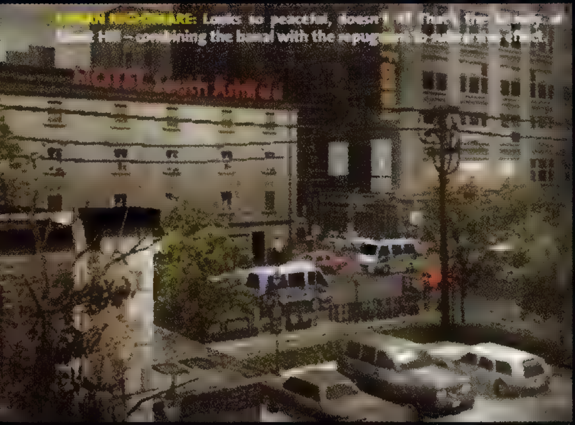
PSM2 defrosts the chilling truth about *Silent Hill 4: The Room*, the latest chapter in the world's scariest videogame series. PLUS we chart its dark history from skinless babies to Sonic Youth...

Attention censors. Stop frothing at the violent comedy of *GTA: Vice City* and hear this: it's the quiet ones you need to watch. The town of *Silent Hill*'s borne witness to the most horrific scenes on PS2 – apart, perhaps, the release of *Johnny Moseley Mad Trix*. And yet the '*Hill* never gets the recognition it deserves from self-appointed moral guardians and gamers alike. Grown frantic on a diet of instant-thrill gaming, led astray by schlockier B-Movie fare such as *Resident Evil*, many players walk away dissatisfied after only a few hours play. There's too much foggy running! Too many locked doors! Combat is simplistic and clumsy! And there's no sniper rifle!





DRIPPED TO SHREDS: Amorphous blobs form the mainstay of *Silent Hill's* enemies, like these bizarre stalagtites with the texture of treacle.



[illegible]: Looks so peaceful, doesn't it? That's the [illegible] of Silent Hill – combining the banal with the repugnant to [illegible] effect.

Y'know what? Screw them. *Silent Hill's* grizzly charms lift it into the realms of truly adult entertainment: complex characters with conflicting motivations, locations chosen to echo and amplify the themes and a recognition of a truth far scarier than any supernatural creation – hell is other people. Play any of the games to their (varying) conclusions and you'll find yourself thinking about it days later. Sure, the clunky mechanics and *slooow* progression structure are frustrating, but a jaunty pace and mighty arsenal are simply inappropriate. How threatened are you going to feel as you walk through the valley of the shadow of death if you're the meanest mofo in the valley? What meaningful journey of discovery leads motorway-straight to its destination?

> "ITS GRIZZLY CHARMS LIFT IT INTO THE REALMS OF TRULY ADULT ENTERTAINMENT"

Nevertheless, developer Konami TYO conceded to popular opinion and made the third episode more action packed, adding more monsters and deadlier weapons – even a machine gun – though keeping ammunition in fatally short supply. And the theme's changing again for *Silent Hill 4: The Room*. Just look at the subtitle. It's a pretty good clue that things don't begin in the streets of the benighted 'burg itself. This is not unprecedented: both *SH* and *SH2* began with a trip into the town, though *SH3* took its sweet time and didn't visit the mount of silence until around halfway through. The trip was still via conventional means, however (they drove), but now, Konami TYO crank up the weird. In *SH4*, new lead character Henry Townshend pops into town via freakish portals that mysteriously appear between the spare bog rolls in the bathroom. Oh come on – it's happened to all of us. We lost all our toothbrushes in ours.

BEDSIT BLUES

This portal-loo (almost as horrifying as a summer festival Portaloo, but not quite) opens up multiple paths, as Henry finds himself warped right into a host of previously inaccessible areas. But why does he enter in the first place? Because he has no choice. Henry is trapped inside his own apartment, the door shackled like the back wall of an S&M madam's suburban dungeon. Our first reaction would be to check the wardrobe and see if we could dodge past a lion and a witch to escape, but this being *Silent Hill* we instead wonder: has Henry actually done it himself? Or are the chains a symbolic creation of his tortured mind? Or has he, in fact, recently died but has yet to fully comprehend it? [shrugs] Dunno. What is clear is that the apartment itself is cursed. An important lesson there: never sign a contract without reading the small print. South-facing with a stunning view of hell can seriously affect resale value.

The most striking new location is a forest, an organic break from the urban norm in a game that does twisted organic matter so well... expect the trees themselves to be unfriendly. And, of course, outside is the new inside, so we're excited to see how the woods compare with those of Konami's other little game, *Metal Gear Solid 3: Snake Eater*. You'll also pitch up in a prison and a hotel, though whether these are again the unnamed prison

DEJA GHOUL

There are many recurring themes and locations in the Silent Hill series. And they all mean something; so what do they symbolise? And why are they so scary?

WHEELCHAIRS

These are seen frequently – particularly heavy, clumsy and ancient ones. Always empty (though *SH4* features monsters in wheelchairs) and sometimes overturned, these have a common fear attached to them: paralysis. But they also symbolise the crippled minds of the characters and, as they have no users, the lack of care they're receiving.

HOSPITAL TROLLEYS

These wheeled beds are a fairly direct reference to the film Jacob's Ladder, acknowledged by the makers as a strong influence. The sequence where Tim Robbins is scuttled through an increasingly filthy hospital to a meeting with a faceless surgeon is particularly disturbing. Along with the wheelchairs, they also represent recovery and the return to health, but it's always cruelly subverted. They're used to crucify victims or transport them to their deaths instead.

INSTITUTIONS

Places such as schools, hospitals and prisons feature heavily in all the games. But the school has been ruined by the selfish actions of adults; likewise, the hospital's healing role was abused even before things went bad, and the prison was simply inhuman. All institutions necessarily squash the individual and *Silent Hill* is about rediscovering it. Hence the need to fight the forces within them. Oh, and malls feature a lot – but they're just evil.

CHILDREN

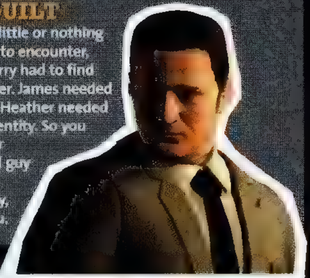
Children feature prominently in the games, symbolising innocence. Even *SH2's* seemingly evil Laura may well behave this way towards James because of what he's done to his wife and her friend, Mary. She may actually be living in the 'real' world, rather than James' mangled alternate one. Similarly, Cheryl / Alessa only become 'evil' when under the influence of the evil god being nurtured inside them by insane adults. Expect the evil *SH4* boy with his evil bowl haircut to know much about you...

TOILETS

These figure prominently in all the games. The obsession stems, according to the makers, from a Japanese children's tale about a kid falling down the bog. Will a leading *Silent Hill* character ever get sucked out of an airplane toilet to his shrieking, blue-arsed death thousands of feet below? We doubt it.

THE PLAYER'S GUILT

Starting the game, you know little or nothing about the world you're about to encounter, and the story mirrors that. Harry had to find what happened to his daughter. James needed to find his wife / himself. And Heather needed to get home / find her true identity. So you learn at the same time as your character exactly who the bad guy is – and it might be you. Most games have an obvious enemy, while few throw it back at you.



5 REASONS TO GO BACK TO SILENT HILL

1. *Silent Hill* (PSone) can be bought for as little as £10! OK, it looks a bit ropey now, but it underpins the whole series and remains a crackingly-paced slice of horror. The game redefined the the notion of multiple endings, with the unforgettable 'comic' UFO scene for players hardcore enough to unlock it.
2. If you play *Silent Hill 3* with a memory card containing an *SH2* save, Heather will make several references to that game. There's a knowing scene relating to a puzzle in *SH2* where the hero has to stuff his hand down a toliet bowl to recover an object. We love these little developer in-jokes...
3. You can return to several locations in later games, such as various school rooms, Heaven's Night, the hospital and the amusement park and find out more about your previous adventures. Near the carousel in *SH3*, for instance, can be found notes left by Harry Mason 17 years earlier.
4. *Silent Hill 2* was re-released with the subtitle 'Restless Dreams', a reference to Mary's letter. It features a short, but highly revealing (plot-wise), extra episode centered on Maria, plus new areas taken from the supposedly 'exclusive' Xbox title. If you haven't played *SH2* – and why not? – this is the version to go for.
5. In total there are 13 endings to uncover over the three existing games, a host of special weapons including a ray gun (*SH1*), a chainsaw (*SH2*) and a Star Wars-aping light sabre and laser beam-eyes (*SH3*) to unlock and a myriad of costumes and T-shirts for Heather – who we find slightly sexier than we should.

[illegible] FROM [illegible]: These paintings-turned-fleshy torsos wave their arms and [illegible] like something from Hellraiser's sickest deleted scenes. Ugh.

beneath Toluca Lake and the Lakeview Hotel of *Silent Hill 2* remains to be seen.

Meanwhile, back in the apartment, Henry has another novelty. While in this 'hub' the view is first-person, as if looking through his eyes. This lends itself to examining your cramped surroundings, which are doubtlessly scattered with obtuse clues to our man's predicament. Once through the portal and into *Silent Hill*, however, the game reverts to the familiar third-person style. And in Henry's hands you'll find new weaponry; though sniper rifles and rocket launchers remain unlikely and makeshift bludgeons remain the staple way of Just Saying No. More fundamentally, the way you use weapons and items has changed – whereas before players could blip out to a menu to select and restock weaponry or objects, here it's played out in real time, like *Resident Evil: Outbreak*.

With bullets remaining a more valuable commodity than the used knickers of movie stars are on the internet, this new accessibility will make quite a difference. Speedily switching to finish glistening creatures off with a lengthy pole, instead of unloading your entire clip, pays dividends in the end. Again, just like on the internet.

KEEP IT IN THE FAMILY

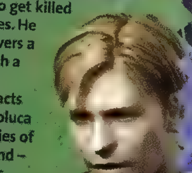
While Henry Townshend's a new character – as are most people he meets – don't assume there's no link to previous games. It's frequently said that each title has only the town in common, but that's wrong. *SH3* is almost a direct sequel to the original *Silent Hill* (see The Story So Far box) for instance, and even *SH2* sheds a faltering light on the town's still-bleeding history. And then there are the creatures...

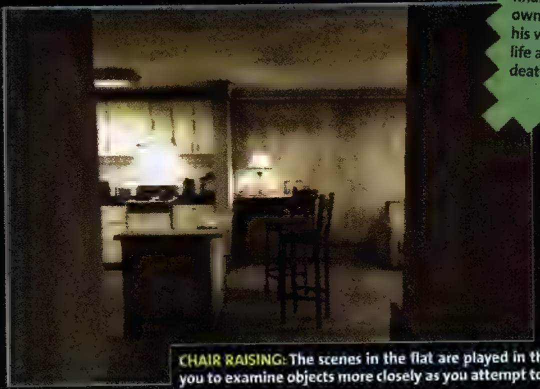
THE STORY SO FAR...

...in Silent Hill 2

IN ONE SENTENCE
Dead wife's letter leads James Sunderland to a hotel.

WHAT?
James' wife died after being gravely ill for three years, but now she writes and says she waits in their 'special place' in the town. James duly pitches up and searches for it, checking out Rosewater Park and eventually the Lakeview Hotel. The entire area constitutes main *Silent Hill*, whereas the first game took place in Old *Silent Hill*. Among those he meets is Maria, a woman bearing a striking resemblance to his wife Mary, whom James' inattention appears to get killed three times. He also uncovers a prison with a history of inhuman acts beneath Toluca Lake, a series of murders and – finally – his own role in his wife's life and death.





CHAIR RAISING: The scenes in the flat are played in the first person, allowing you to examine objects more closely as you attempt to figure out the mystery.

EVERY ENDING REVEALED!

+ how to get them

GAME: SILENT HILL 2

(2001)

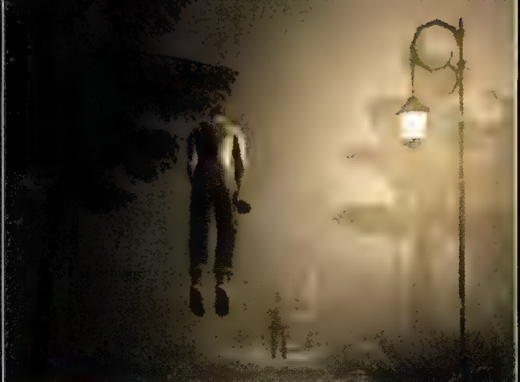
[illegible] **Leave Ending**
[illegible] After killing the Maria monster, James talks to Mary in her sickbed and she tells him to get on with his life. Having listened to her read a letter to him, he follows Laura out of *Silent Hill* to presumably bring her up as his own child somewhere less mental.
[illegible] During the game, examine Mary's photo and letter several times. Use health products even when it's marginal. Bump into Maria while armed and attack her (not with a gun). Let her be attacked by others. After fighting the two Pyramid Heads in the hotel, listen to the speech about Mary in full. Don't examine Angela's knife. Don't examine the diary on the hospital roof. Don't examine words on bar walls or headphones.

[illegible] **Maria Ending**
[illegible] After killing the last monster, James returns to Rosewater Park and meets with Maria. The pair leave to be together less mental and Mary's reading of her letter plays over shots of them in the car. But as they got in, Maria started coughing, just like Mary had three years before...
[illegible] During the game, spend a lot of time with Maria. Protect her from attack and make sure not to even bump into her while armed. After first meeting her, walk away from the Blue Creek Apartments until she complains. Return and speak to her in hospital room. Try to get back into the room where her body lies in the labyrinth. After fighting the two Pyramid Heads, interrupt the speech about Mary. Don't examine Mary's effects or Angela's knife. Don't restore health beyond maximum. Don't examine the diary on the hospital roof. Don't examine words on bar walls or headphones.

[illegible] **Water Ending**
[illegible] After killing the last monster, James is inconsolable about Mary. Mary reads the letter as we see James drive a car into the lake, killing himself.
[illegible] During the game, examine Mary's photo and letter several times. Examine Angela's knife. Leave James' health very low for long periods. Bump into Maria while armed. Let her be attacked by others. After first meeting her, walk away from the Blue Creek Apartments until she complains. Examine the diary on the hospital roof. Examine the writing on the wall in Neely's Bar. Examine the earphones in the reading room of the Lakeview Hotel and listen to the doctor. After fighting the two Pyramid Heads in the hotel, listen to the speech about Mary in full. Don't return to Maria in the hospital room. Don't try to get back into the room where her body lies in the labyrinth.

[illegible] **Rebirth Ending**
[illegible] After killing the last monster, James returns to the rowing boat and heads to a small island. On the island is a small church and altar. The screen fades to black as he reaches the dock and he rambles about how the old gods aren't dead, they still have the power to defy death. He says he can't live without Mary...
[illegible] Play through the game once, save and start again. Then collect these new items: The White Crism, found in the kitchen of room 105, Blue Creek Apartments; the Lost Memories Book, found in the lockers in front of Texxon Gas on Nathan Avenue; the Obsidian Goblet, found in a smashed glass cabinet in the Historical Society, in the room with the hole in the wall; and the Crimson Ceremony Book, found in the Reading Room of the alternate Lakeview Hotel, on the shelves behind the desk with the earphones.

[illegible] **Bonus Ending**
[illegible] Using a special key, James unlocks the door to the Observation Room in the Lakeview Hotel. Inside, on the wall, is a giant screen showing a map of *Silent Hill* – there are icons of James' and Maria's faces on it. And in front of it all a dog sits, working their controls... so god is dog backwards, right?
[illegible] First you must have either seen the Rebirth ending (see above) or all three other endings – Leave, Maria and In Water. Then find the kennel in the fenced-in area west of Jack's Inn and examine it for the Dog Key. Later, after you've played the tape in Lakeview Hotel, leave the room and head for room 313. Before you reach it you'll find the Observation Room. Unlock it and enter.



SORE FLOAT: These creepy new villains hover silently over the terrain, but we've no idea how you're going to stave them off just yet.

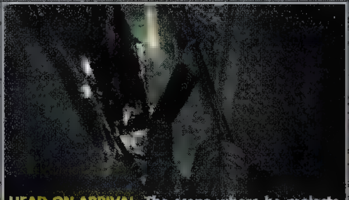
The creatures! Ever more shuddersome, somehow worse than before, while the 'super-scary' hype is inevitably just that, *Silent Hill's* inhabitants have always been so very wrong. Two crippled figures sewn forever sexually into skin-sheets across a rusty bed frame, anyone? A glistening Nazi experiment of surgically conjoined legs? That's getting old, baby. Now, fast-moving enemies such as dogs are joined by altogether creepier monstrosities such as shrieking, baby-faced freaks that walk on their hands and lumpen things in wheelchairs that would cause even Marilyn Manson to drop his speculum and recoil. Somehow worse, however, are the more human evils: the unknowable hooded men, the corpses drifting silently in the night. It's the familiar with its black streak of freak fully uncovered; it's the hell of other people.

Silent Hill 3 was also unusual in that the European version was released first, while Japan and America waited. With *Silent Hill 4: The Room*, however, we get no such preferential treatment. We'll bring you more as soon as we can, but you're just going to have to wait until September to find out how much has changed, just how new the series' claimed 'new direction' really is, and just how broken, twisted, doomed, damaged – and possibly [illegible] – Henry and his room really are.

THE PSYCHOLOGY OF FEAR

Vice City continues to suffer charges of violence and gross misconduct, but – surprise – those sanctimonious, vote-hugging finger-pointers don't know the half of it. Want cruelty?

Remember Alien? Super-threatening right until the very end, when you see the whole creature. Remember Jaws? Heart-stopping with just a fin; anti-climactic with a giant mechanical shark. *Silent Hill*, more than any other video game, plays on the fear of the unknown. While even its imitators just create bigger, gorier, more violent monsters, this town fills up with inexplicable things. Consider these:



HEAD ON ARRIVAL: The scene where he molests the mannequins is too bizarre for words.

PYRAMID HEAD FROM SH2.

A figure in a filthy white smock, head covered by a rusty metal helmet. His movement is slow, his attacks predictable and his blade is absurdly heavy. But he's upsetting. How can he see you? What is he doing here? Who created him and for what purpose? It feels wrong that we can't see his face or read any emotions at all. He's slow, but unceasing. The space is confined and James is a terrible shot...

THE MARSHMALLOW MEN FROM SH3.

Creeping through the shrouds of darkness in the alternate underground, Heather's torch falls across a glistening, pale, rotting and distended corpse. It's just lying there in the dark. No reason. It's in the way. What is it doing there? How powerful might it be? And what will it do if Heather tries to get past?

THE SIREN AT SH1'S BEGINNING.

Harry stumbles through the fog, his daughter missing and maybe in danger. He sees more and more disturbing things; evidence of horrific occurences not long since taken place. Blood. Body parts. Medical paraphenalia. Suddenly, darkness closes in, Harry is attacked by something small but evil and the air raid siren shrieks across it all... but who's working it? Do they know what's coming? And is it a signal to you – or to them?

ALL-TOO-HUMAN THEMES.

Angela, the knife-twiddling graveyard loon from *SH2*, was abused by her father as a child. He also beat her mother, and now he's dead, stabbed with that knife... but this is no cheap shock tactic. Angela is driven almost mad by conflicting emotions of love, hate and responsibility towards her father. And James smothered his sick wife, but was it a mercy killing or selfish murder? The town unbottles his repressed doubts and drowns him in them. Silent Hill. Not a nice place.

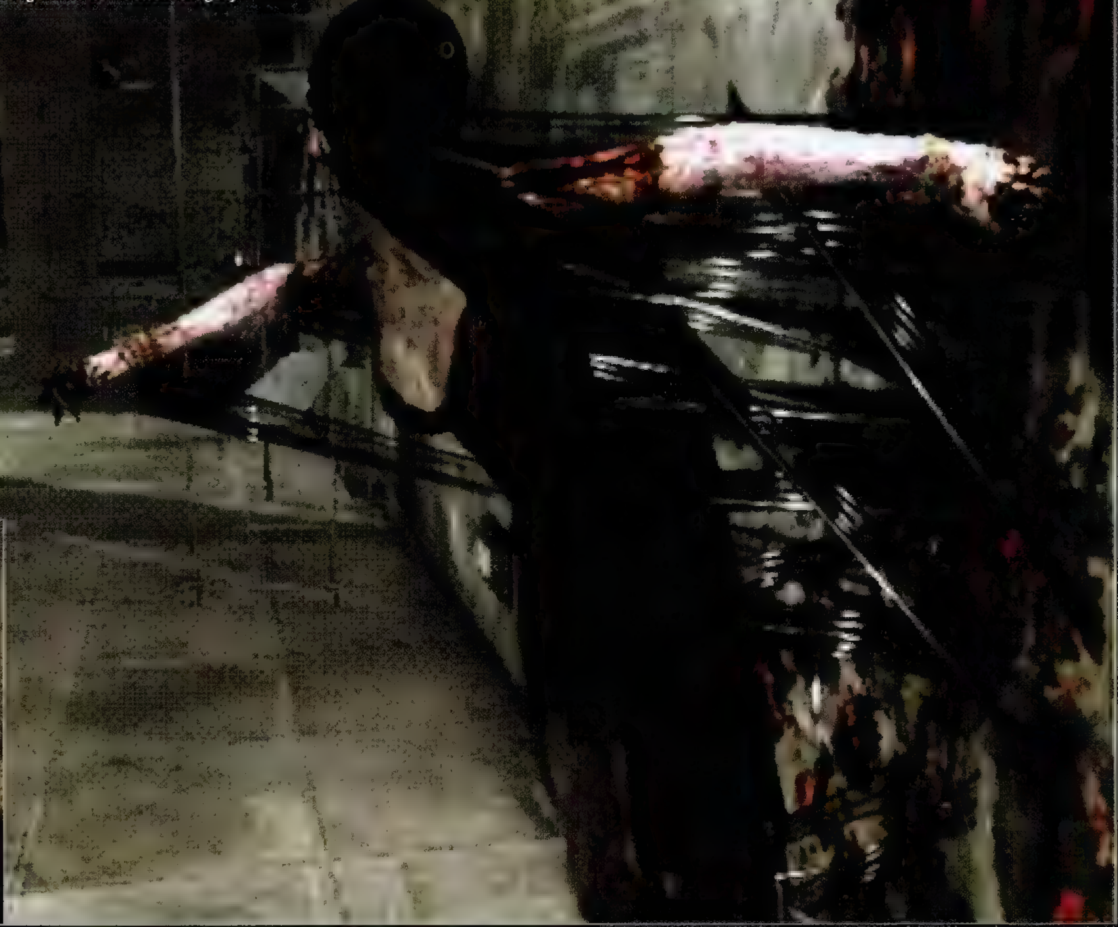
SYMBOLIC AND TWISTED IMAGERY.

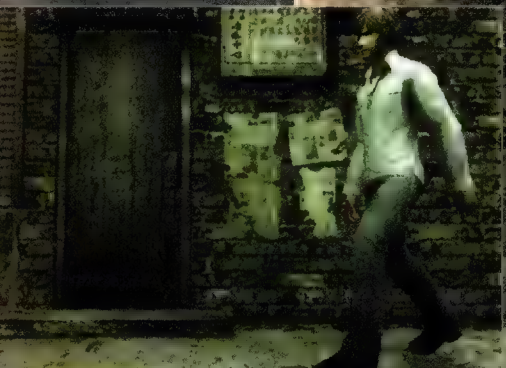
The darkness itself, the squalour, the half-glimpsed glistening skin, the blackened blood, the twisted meat, the scratchy graphics, the pulsing walls and the occasional vicious tableaux of deranged corpses and medical implements.

THE POWER OF SUGGESTION.

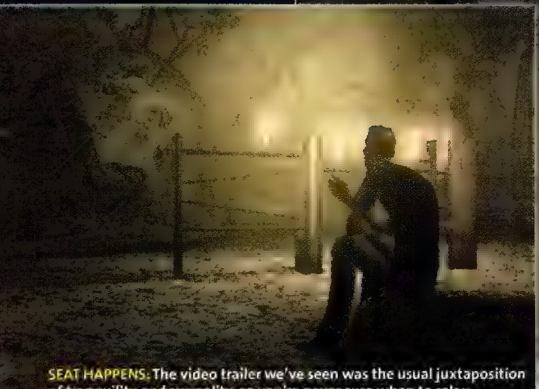
Remember the wheelchair from *SH2*'s hospital basement? Lying on its side, bloodied, the tiled wall behind smashed with bullet holes and doused in type O-negative. One wheel creaking gently to a halt. This only just happened... and it's far worse than if you'd seen it. Or you knock on a toilet door and somebody knocks back. But there's no-one there. Or a maniac in a lunatic asylum keeps leaving you notes with knowing references to where you've been. But he doesn't appear, yet...

CLAMOUR TIME: In the trailer, these human-like shapes were trying to wrestle themselves from oily portals, thrashing around in the throes of agony.





HENRY'S FLAT: This is the foppish new hero, looks like that feller from Air, no?



SEAT HAPPENS: The video trailer we've seen was the usual juxtaposition of tranquility and surreality, so you're never sure when to relax.

INK OF MADNESS: Problems with the washing up? Imagine living in Silent Hill.

I'D JUST LIKE TO THANK...

Konami can't take all the credit. These are just a few of the obvious influences on the Silent Hill series.

EVERY ENDING REVEALED!

+ how to get them

GAME SILENT HILL 3 (2003)

[illegible] Normal Ending
[illegible] Heather kills the god and returns to where Douglas lays in the amusement park. She acts weird and lunges towards him with the knife, before bursting into laughter and teasing him. Douglas grumbles about her sense of humour and Heather asks to be called by her real name: Cheryl.
[illegible] Complete the game once.

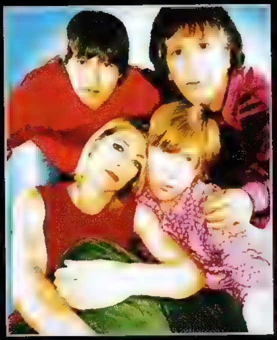
[illegible] Possessed Ending
[illegible] Heather kills the god and returns to where Douglas lays in the amusement park. But now Douglas is dead, lying in a pool of blood and covered in stab wounds. Heather is horrified to find her own knife is bloodied...
[illegible] Complete the game once and play through again. Choose to forgive when asked in the confessional. Kill as many monsters as possible and take a lot of hits.

[illegible] Revenge Ending
[illegible] Heather enters her apartment and there – instead of Harry lying dead in the chair – is an alien. Heather tells him what's been going on and the alien announces he's off to *Silent Hill* to kick some ass. In the background, Harry Mason (alive and well) is fighting James Sunderland... You then see *Silent Hill* demolished by UFOs and hear a song about *Silent Hill* that alleges Douglas sells fish on the sly and Heather is divorced with two kids.
[illegible] Complete the game as many times as you like, with at least 333 total victims. This earns you the Heather Beam weapon. Then use it (or the even-more powerful Sexy Beam, if you have it) to kill at least 30 enemies in one game before reaching the Daisy Villa Apartments. Once you arrive, unequip the weapon and head in.

- Somewhat overlooked genius spookathon, Jacob's Ladder (above), (1990), is often quoted as an influence, and Konami TYO fully acknowledged it with Bergen Street Station in *SH3* (a key location in the film). The juddering heads of the nurses and the filthy hospital corridors are also clear references.

- Konami has already coughed to the influence of David Lynch's films – and Henry just happens to be the name of the lead character in Lynch's infamously disturbing Eraserhead (1977).

- There's more than a little similarity between new character Henry Townshend and Kyle McLachlan in Lynch's Blue Velvet (1986), too.



- Slightly more tangentially, the Midwich Elementary's teachers appear to be the three founder members of popular beat combo Sonic Youth: (Kim) Gordon, (Thurston) Moore and (Lee) Ronaldo. So that's what they're up to now...

- Bobby DeNiro's Angel Heart (1987), is rife with imagery, such as slowly turning fans(*SH3*) and machinery methods of descent. *Silent Hill* features many lifts and stairs and drops into darkness...

- Midwich Elementary is an obvious reference to John Wyndham's novel The Midwich Cuckoos (1960), featuring possessed children. Bachman road is named for Stephen King's nom de plume, Richard Bachman. Koontz Street after King-wannabe Dean R Koontz. And Ira Levin, Ray Bradbury and James Elroy Jones also appear to honoured with street names.

THE STORY SO FAR...

...in Silent Hill 3

IN ONE SENTENCE:
Heather Mason endures shopping nightmare, loses father, kills god.

WHAT?
Heather visits a mall on a shopping trip (not in *Silent Hill*) and is approached by a detective, Douglas Cartland, who's been hired to find her. She finds him creepy and tries to escape through the toilet window, but the mall becomes 'alternate' and filled with monsters. Cartland is actually being used by Claudia Wolf, who knows Heather is actually the child given to Harry Mason at the end of the first *Silent Hill*, 17 years before. Heather uncovers all this, along with Alessa's room beneath the hospital and the carousel (about which she's been dreaming) where Harry killed a major character. On finally reaching home, she finds her father murdered on Wolf's orders and is filled with hate, nurturing the god within her (Samael) previously thought dead and kept dormant by Harry's love for her. She poisons it and pukes it up, but Wolf swallows it, so Heather/Cheryl/Alessa kills them both.

GUESS-A-PLOT-ARAMA

Intelygent specku-layshun about what might happen in SH4:

- There will be upturned wheelchairs.
- My character has lead a selfish life, for which she must pay.
- There'll be a hidden UFO ending.
- Some mutant-hammering with poles and sticks to be involved.
- The freaky-looking kid knows something, dammit.
- Etc, etc...

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PLAYED TO DESTRUCTION BY PS2 EXPERTS

68

Sphinx and The Cursed Mummy

Crumbly *Prince of Persia* was brilliant. Will this Egypt-sim fare as well? Don't hold your breath...

70

Nightshade

A sequel to the remake of *Shinobi*? We should be back-flipping with joy! So why are we nursing cuts and bruises? Let battle commence...

78

Downhill Domination

Codemaster's downhill mountain biking game almost made our eyes pop with pleasure. But what does it play like?

You want more?!
OK, what about reviews of **Whiplash** (64), **Asterix & Obelix XXL** (71), **Haunted Mansion** (74), **Arc: Twilight of the Spirits** (76), **Puyo Pop Fever** (77) and more...

WELCOME...

DAN G

Is it over yet? Have all the big games gone away? Phew. Alright you lot – out you come... Every year, about this time things get a whole lot calmer. Games get that little bit softer and a blinkered glance at that release schedule could have a hardcore gamer reaching for the off switch. We say don't be so bloody stupid.

Y'see the games world runs in cycles. Much like ladies. For every barmy Christmas blowout, packed with all the games you've been longing for in actual, final *buyable* form, there's the quiet before the storm where the game's makers... um... stay in bed with a hot water bottle.

In order to go balls-out for a smash at Christmas they begin gathering their strength right now. Hence the glut of brilliant new games announcements in this issue. *TimeSplitters 3*, *Burnout 3*, *Silent Hill 4* – and we haven't got to EA's upcoming *Euro 2004* game yet. You will not believe how big this game is going to be come Summer.

And next month we'll have even more. More new games, more info and things will continue getting better. How do we know? Because it always gets better and we're dedicated to making sure you're the first to know about every great new game and every turkey in between.

So keep reading PSM2 and love your PS2 more than ever.

HUGE REVIEW ▶ Page 58

SPYHUNTER 2

"It isn't anything like the game we were hoping for"

PLAYING PS2 LONGER, HARDER,

▶ **DANIEL GRIFFITHS**

EDITOR: An opportunity to head back oop north to see *Driv3r* was too good to pass up. Tanner's beer belly and jowels are all Dan's y'know.

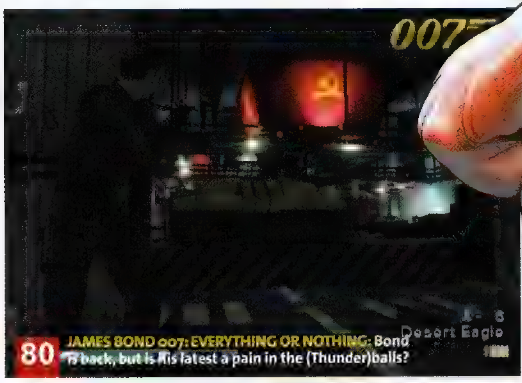
▶ **DANIEL DAWKINS**

DEPUTY EDITOR: It's been a tough month for Dan. With so many new games to squeeze into the mag he's taken to writing reaaaally small.

▶ **JORIN SIEVERS**

PRODUCTION EDITOR: Television was just a noise-emitting bedside light to Jorin. Then, one night, he happened across Men & Motors...

WS



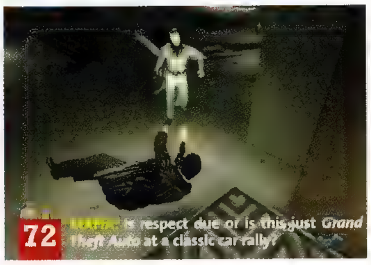
80 JAMES BOND 007: EVERYTHING OR NOTHING: Bond is back, but is his latest a pain in the (Thunder)balls?

AWESOME! ▶ Page 66

HYPER STREET FIGHTER 2

He might be old enough to be your dad but Guile still kicks ass

60 SONIC HEROES: Sonic... Tails... and Knuckles! Hedging it's bets or plain piggin' awful?



72 MAFIA: Is respect due or is this just *Grand Theft Auto* at a classic car rally?

REVIEWED THIS MONTH!

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PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

▶ **ADRIAN LAWTON**
DVD EDITOR: Like a woolly-hatted Red Adair, Adrian leaps into action to program our DVD. "No stuff, too tough!" he belows. We think.

▶ **MILFORD COPPOCK**
ART EDITOR: In charge of the look of the magazine, Milf knows what looks good. Unfortunately the issue of 'stylish clothing' is still a total mystery.

▶ **DANIEL VINCENT**
DEP ART ED: Feed pictures in one end – get a magazine out of the other. Likewise feed pasties into one end and... ah... let's just leave it shall we?

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS

Developer: Angel Studios
Publisher: Midway
Players: 1-2
Memory Save: 256k
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"SPY HUNTER 2 IS SET TO BLOW OUR SOCKS CLEAN OFF"

PSM2#37

GAMEFAX

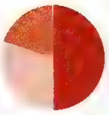
Sequel
Driving
Hard
Old Skool

TRIVBURST

- 18 levels, including four massive boss battles
- Co-op and Spy Hunt two-player modes.
- 16 types of rocket, three rear-mounted weapons and four types of armour.

TOP 5 HUNTERS

- S. Thompson
- Safari Joe
- Rachel
- Steve 'Crocodile...' Irwin
- Ulrika Johnson's ex.



GAMEPIE

20% Boggling at explosions.
30% Turning the sound down and putting our own Best Of Henry Mancini on.
50% Wishing we were playing the original remake.

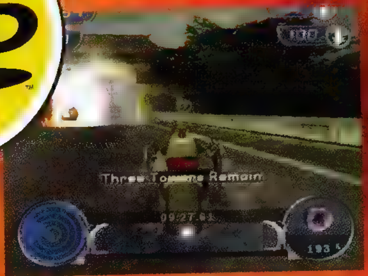
PUBTALK

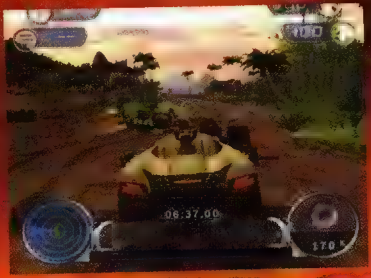
The smart arse thing to say down the boozer.

The G6155 from the arcade game was named after creator George Gomez. The serial number was his birthday.

WATCH IT ON THE DVD VIDEO

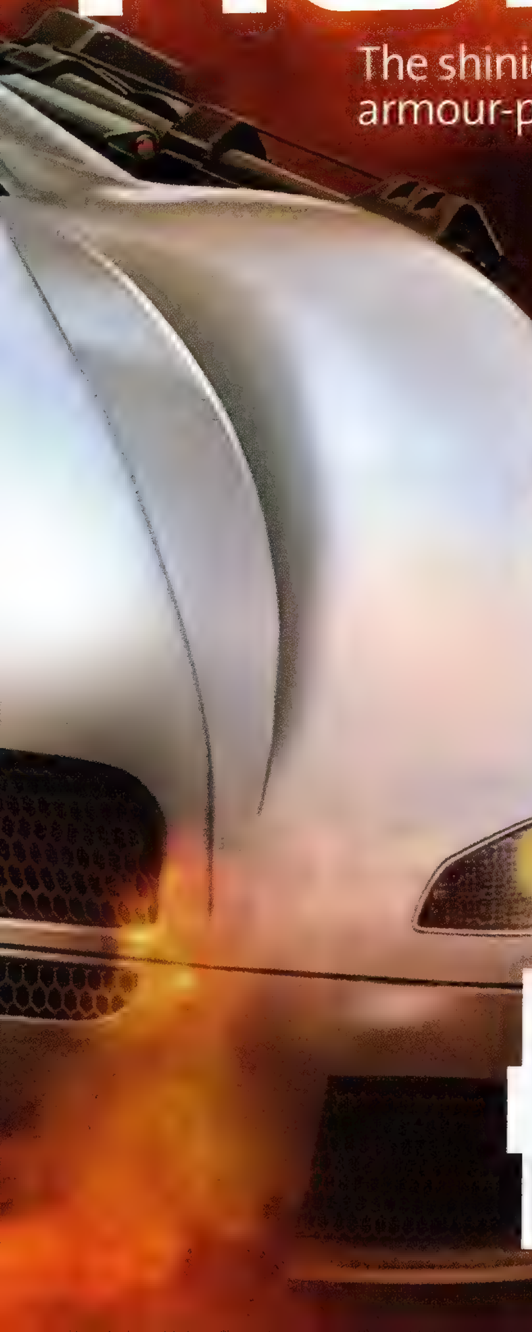
"TRANSFORMING CARS NEVER GO OUT OF FASHION"

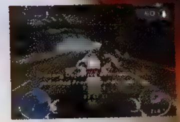




SPY HUNTER 2

The shiniest car on PS2 gets a tasty rebuffing and a fresh clip of armour-piercing missiles. Mmm, hot wax...

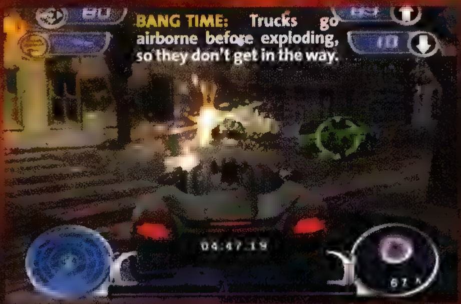




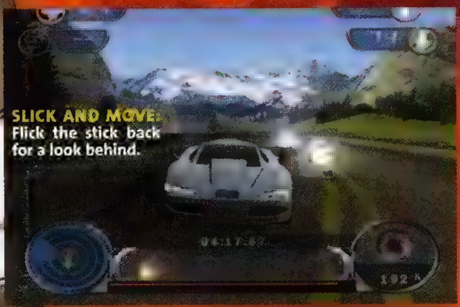
According to PS2 maths, *Spyhunter 2* should be the best game ever. Look at the evidence: First game? Brilliant. A bit easy and a bit basic, maybe, but fundamentally still a game about blowing things up in a big shiny spy-car while riffs from the Peter Gunn theme assault your ears. Developers? Brilliant. Paradigm got the boot, but they were replaced by the even better Angel Studios – creators of the super-slick *Midnight Club 2* and insanely expansive *Smuggler's Run* series. Vanessa Carlton soundtrack? Erm, whatever. The point is: Shiny Spy Cars + Explosions + Angel + Peter Gunn = Us Corking Our Shorts. Unfortunately, we've obviously got our sums wrong... Somewhere...

At least they've got the motor right, though. Woof! The updated Interceptor comes with mine-layers and gatling-guns as standard, with optional cluster bombs or missile launchers sliding out of the sunroof at the stroke of a button. Again, hurdling into a river automatically triggers the boat-transformation, but the new model also comes with a skidoo form – as well as extra-grippy tires for off-roading. Take too much damage and the Interceptor simply sheds a few panels to become a two-wheeler – perfect for small gaps and narrow escapes. If God had a car, this is what it would be like.

Funnily enough, though, the most potent addition to the arsenal's a bog-standard rear-view mirror. The Interceptor has come with oil-slicks and smokescreens since the arcade original, but the last instalment didn't offer much incentive – or opportunity – to use them. This time around, though, a combination of the radar, flick-R3-to- ►



BANG TIME: Trucks go airborne before exploding, so they don't get in the way.



SLICK AND MOVE: Flick the stick back for a look behind.

"IF GOD HAD A CAR THIS IS WHAT IT WOULD BE LIKE"

TOP GEAR: Your various kit pops out of the bodywork beautifully.

EXTRAS! EXTRAS! EXTRAS!

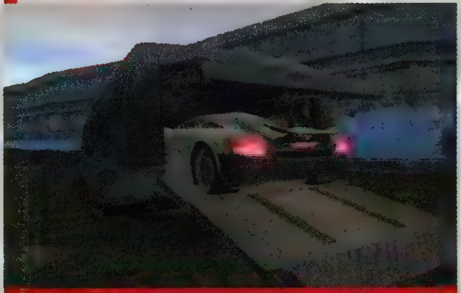
Trucks and Condors

- Spy Hunter 2's been in arcades, plus versions of the original appeared on the Colecovision – which let you 'be' the supply truck.
- Peter Gunn composer Henry Mancini also did the music for MichaelCrawford's 'classic' Condorman.

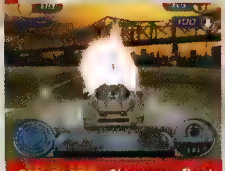
► look-behind camera system and a top-notch mirror (it takes up nearly the entire width of the screen) make dropping some 007-style confusion on pursuers a button-click away. Add more aggressive enemies and certain vehicles – like the Master Vans, that can't be destroyed from behind – and you've got a lot more to worry about than in the last game. Not everything about your wheels is showroom-perfect, though. The water missions are the most glaring – compared to the wave-hurdling genius of *Splashdown*, they feel an awful lot like moving a slightly more inertia-heavy car. Also, the Interceptor might move like a silver land-rocket on the straights, but it reverses like a golf cart. Clip the scenery with the bad guys on your tail and you're guaranteed to take lethal damage – and that's where the *real* problems start. Almost inexplicably, the bike can't boost – which makes some sections exponentially harder and others (those Master Vans, say) literally impossible. Fair enough, it's supposed to be an escape vehicle – but why no 'Go Really Fast' button? Each level's a tiny war of attrition, a case of working out whether you've got enough energy to do the next bit without going 'bike. There's the odd car-restoring weapons truck, but far more frequent are medi-packs – which leave you as a bike. Similarly, one problem that hasn't been resolved since the original *Hunter* is a serious lack of ammo. For an international spy operation, your bosses can be a bit stingy with the hardware – and without knowing what's up ahead it's difficult to decide when to let rip with the rockets. Usually, it's a case

I LOVED 1983...

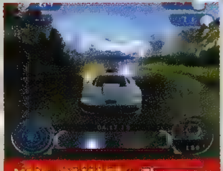
The nicest thing about *Spy Hunter* was the way it referenced the 2D-scrolling original, including razor-hubcap cars and tricky water-ramp bits. The sequel does the same thing, only worse. Observe...



TRUCK 'N' ROLL: Weapons trucks replenish energy. But they've ditched the inch-perfect struggle to steer up the ramp. Silly.



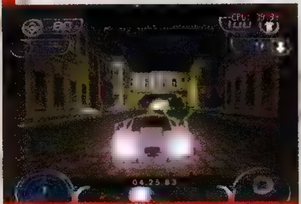
GET BLADE: Choppers float and pepper you with missiles.



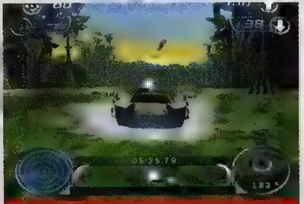
VAN DAMAGE: The new Master Vans are bastards.

OPTIONAL EXTRAS

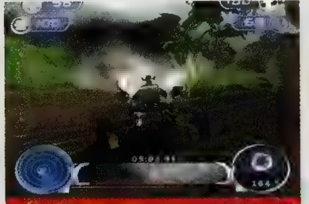
Every mission earns you a new bit of kit, which comes in four varieties – Primary, Secondary, Rear-Mounted or Shield. Air bags and cup-holders? Not on your life.



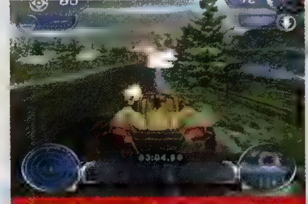
MINES: Enemy cars – being stupid – tend to trundle right over them. Babooshka!



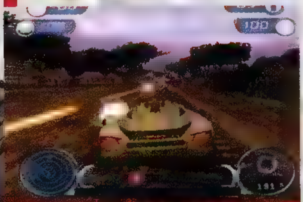
OIL SLICKS: Curiously, these sometimes make enemies cars explode.



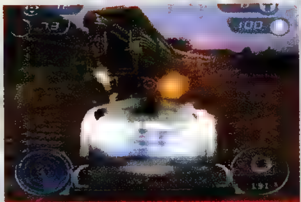
SMOKE SCREENS: Handy for putting off the goons, but why not stick with mines?



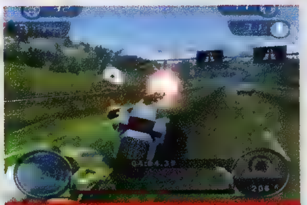
OFFROAD TYRES: Accelerate on mud or ice, but difficult to pull massive skids



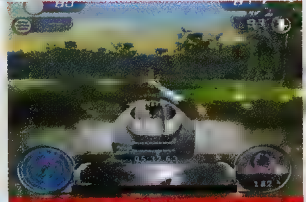
CLUSTER BOMBS: The ultimate in fire-and-forget goon-dispatch. Not for tunnels.



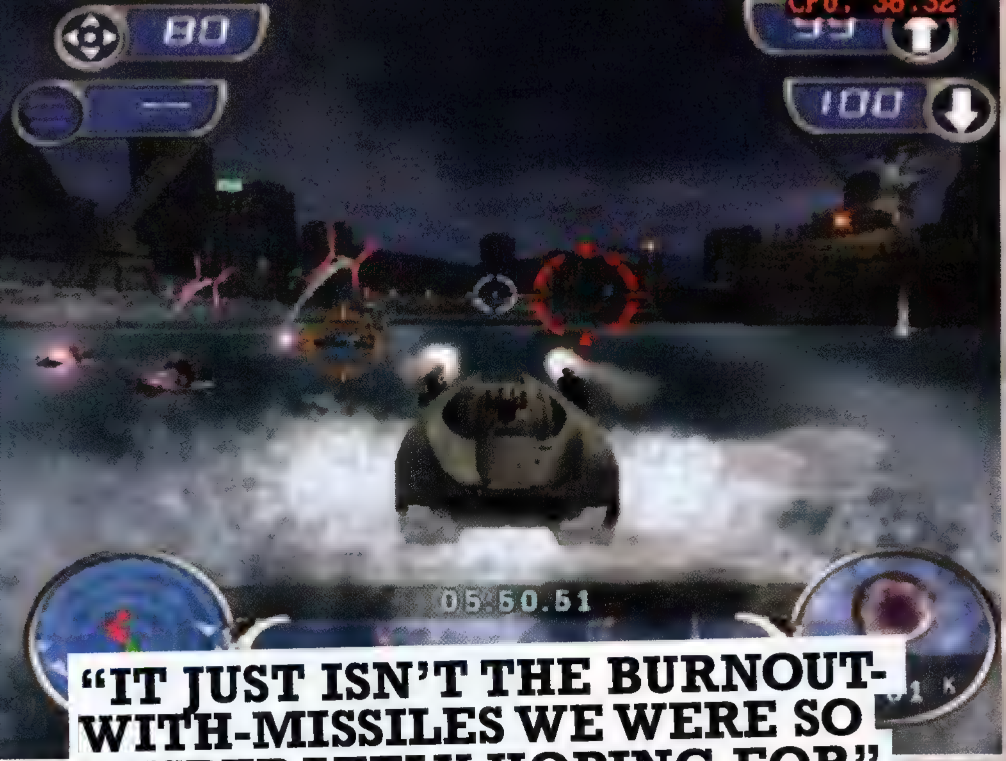
SHIELDS: These come in three flavours and self-activate, but they aren't much use.



THE BIKE: Frankly, rubbish. No boost and it doesn't corner much better than the car.



LASER CANNON: One blast takes out choppers. Eat kaboom, Johnny Rotor-Blades...



"IT JUST ISN'T THE BURNOUT-WITH-MISSILES WE WERE SO DESPERATELY HOPING FOR"

TURBO SELECTA: Shamefully, there's no indication of when your nitro's charged up.

of playing through a couple of times, working out what needs blowing up immediately and *then* going for it properly.

Of course, it doesn't help that it's never *entirely* clear what's happening or why. Buttons are pressed, things explode – but your contribution to the proceedings isn't always obvious. It's partly because there's a huge degree of auto-aiming – in the water missions the target reticule's always slightly above the thing you're shooting at and against choppers you'll just have to trust that your car's going to do things right – but it isn't very satisfying. The secondary weapons work much better, wreaking crazy havoc on Johnny Badman and getting away with it because, well, they're *supposed* to be homing missiles. Incidentally, maybe it's the 'Dynamically Generated Levels', but sometimes you'll sail through a level with barely a scratch, then try it again and get blown up on the first corner. Also, it might just be some sort of persecution complex, but there were bits when we could've *sworn* the game was sneaking extra helicopters in because we were getting too good at blowing them up. Come on Ivan, play fair.

The worst offenders by far, though, are the protection levels. Compare and contrast 'Russian Escort Service' (three missions from the start) with 'Grim And Grimmer' (three from the end), for instance, and the difference in difficulty's gobsmacking. That's because 'Escort Service' relies on a section at the end where you've got about two seconds to save a plane from destruction – mess it up, and you're restarting the level. In Grim, though, the object's just to blow things up – and you'll almost certainly do it first time. And once you're done, you're done. Compared to the first game, secondary routes, objectives and shortcuts are sparse and the Satcomm collection mechanic's been completely ditched.

Combined with that, it isn't always that exciting to look at. The particle physics are amazing, sure, but after the shimmery glug of the original's gondolier-stuffed Venetian levels, the lifeless slop of the Louisiana swamp's a huge disappointment. The textures in the Swiss Alps go beyond bland and things get unforgivably jittery if you slide into another car. We'd hate to say *Spyhunter*'s unfinished – think of the legal bills – but think about this: it's the last game Angel Studios made during the process of being 'acquired' by Rockstar and there are bits where boats disappear *but keep shooting at you*. Besides which, spy chase action's moved on since the original came out, most notably in *Everything Or Nothing*'s nerve-shagging motorbike chase sequences. *Spyhunter 2* isn't terrible, but it just isn't the *Burnout*-with-missiles we were so desperately hoping for. Damn that PS2 calculator... **Joel Snape**

■ *Spyhunter 2 is out now.*

THE MONEY SHOT

WHEEL MEET AGAIN: Chasing rival Interceptors is always good for a laugh.

WOOD BE GOOD: The get-through-the-castle-door level's quite exciting.

TWO WHEELS BAD: The bike's hopeless for bosses.

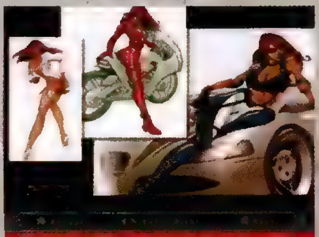
SKIM WILD: And the jet-ski's even worse. D'oh!

SHOWROOM FRESH

Apart from the three (count-em!) cutscenes available in the movie viewer, there's your typical array of DVD gumph to unlock via concerted hunting. No version of the original arcade game as far as we can see, though.

VANESSA CARLTON

PIANIST ENVY: Hear how folky key-plunker Vanessa 'always wanted to be a dancer'



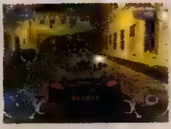
GINGER SPICE: There's the obligatory concept art of a sexy carrot-topped lady-spy.

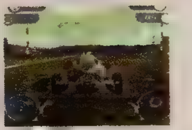
GEORGE GOMEZ
Creator, Arcade SpyHunter

GORGEOUS GEORGE: Mr Gomez pops up to cry over what they've done to his baby...

DOUBLE WHAMMY: Cluster homing rockets take the fun out of the split-screen battles.

SHELL McPHERSON: Hop in the Weapons Plane and you get a quick burst of on-rails shooting.





PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Speedy fun when the explosions kick off. – Illogically hard in places and oddly easy in others.	+ Lovely particle physics on the explosions. – Glitchy, with some very dodgy textures.	+ A foxy sounding mission-announcer girl. – There's too much of Vanessa Carlton. Generally.

LIFESPAN

Sixteen levels at five minutes a go – but some of them might take you twenty-odd attempts. It's all about the 'Dynamic Levels'...

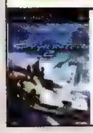
MINUTES ▨▨▨ YEARS

IT'S BETTER THAN...

KNIGHT RIDER

IT'S WORSE THAN...

SPY HUNTER 1



An improvement in a few places and a shattering disappointment in others, *Spy Hunter 2* isn't anything like the game we were hoping for.

67

INFOSTRIP

DETAILS

Developer: Sega
Publisher: Sega
Players: 1-4
Memory Save: 106Kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"SONIC'S STILL GOT ENOUGH TO GIVE THE PS2 WANNABES A RUN FOR THEIR MONEY"
PSM2#37

GAMEFAX

Multitap
Platformer
Sequel
Old skool

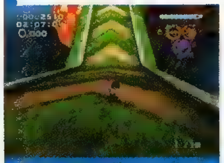
TRIVBURST

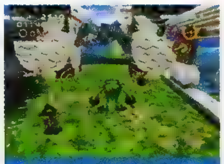
- Four teams of three Sonic characters, divided into Speed, Power and Flying capabilities.
- Run fast and bounce off enemies over 14 levels.
- Multiplayer modes.

ANIMAL CRACKERS

Why take one strange animal when you can have three? Each of the four teams in Sonic Heroes consists of a trio of animals and robots and they each excel at something in particular. Let's look at their abilities...

FLY, MY PRETTIES: 'Fly' characters are useful for going up. Who'd have thought? It's almost too much of a coincidence...


FAST LANE: 'Speed' characters also have a homing attack.


STRONG MAN: 'Power' characters are slower...

"SEGA'S ORIGINAL LORD OF THE RINGS RETURNS WITH HIS PALS"

SONIC HEROES

HOG WILD: The game moves faster than a very fast thing indeed. That's pretty fast.

Ah, the irony of a hedgehog being supersonically fast. Those crazy Sega people, eh?

It's taken a while, but Sonic the hedgehog has finally made his way to PS2. So far, fans of Sony hardware have been spared the partially successful attempts at moving Sega's once-proud mascot in to the third dimension. *Sonic Adventures 1* and *2* were, shall we say, variable in quality. *Sonic Heroes* is very much *Sonic Adventure 3* in everything but name, but does at least make efforts to improve on its sporadically entertaining forebears.

The problems with the *Adventures* were twofold. Firstly, Sonic's left-to-right ultra-fast gameplay simply didn't translate terribly well into 3D. The spectacle of hurtling through a properly realised environment at absurd speeds offered an immediate sensory brain-gasm, but Sonic and co still had no option but to move relentlessly forward and do little else. Hence the injection of some ill-advised platformer-style exploratory levels with much needless wandering around – not exactly Sonic's stock-in-trade. Other playable characters with differing abilities, such as Tails the fox and Knuckles the echidna offered variety, but the games didn't satisfy as either balls-to-the-wall speed fests or secret-strewn adventuring.

Sonic Heroes differs in that it has tried to combine all the disparate

[illegible] CAR: For [illegible] best known [illegible] Sega, you'll sometimes [illegible] drive a car

THE MON£Y SHOT

Flying around with Tails and [illegible] with Knuckles [illegible]

"MANAGES TO KEEP SONIC JUST ON THE RIGHT SIDE OF RELEVANT"

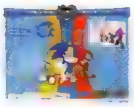
QUESTION...

Sonic wasn't always going to be a hedgehog you know. What kind of animal was he originally meant to be?

DOT.COM

www.toughteam.com

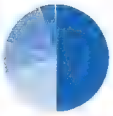
The official website for the game, as it's a 'tough team for a tough job'. Riiiight. Anyway, it's full of character descriptions, movies and developer interviews.



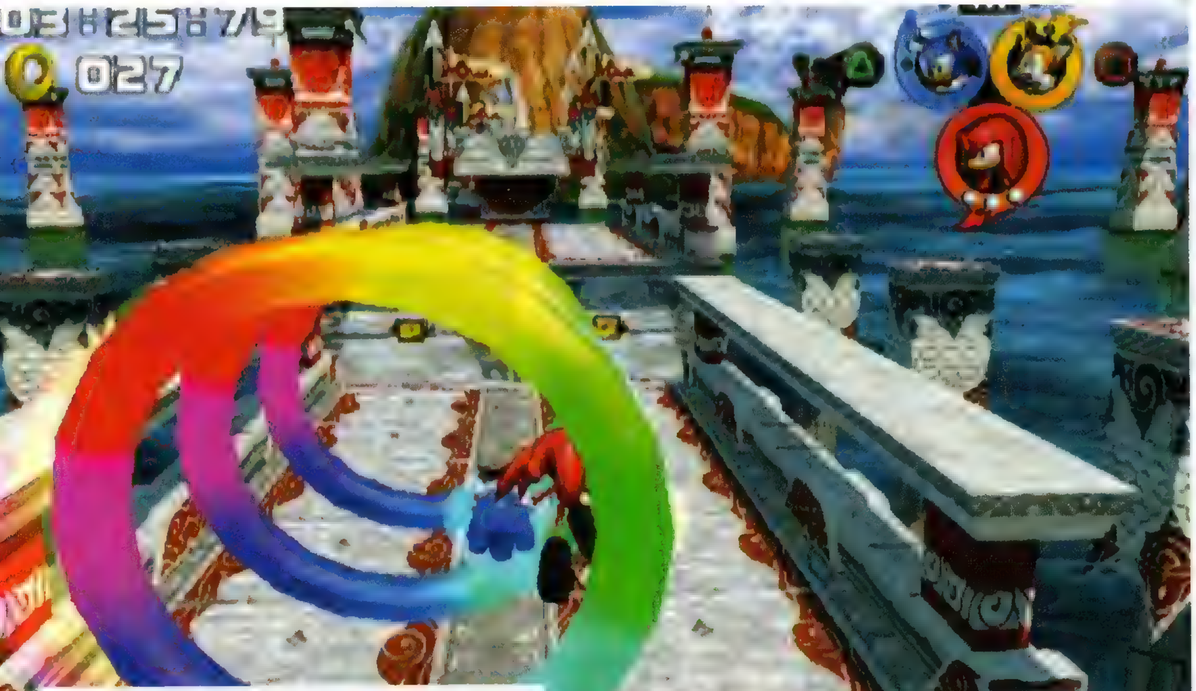
ANSWER

The answer, of course, is a rabbit. Presumably hedgehogs are a lot sexier than rabbits, although our trousers remain resolutely un-tented.

GAMEPIE



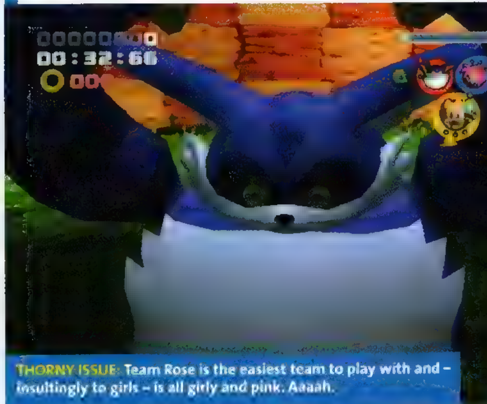
50% *Sonic Adventure* 1 and 2.
20% Running straight ahead into walls like a twit.
10% Animal Hospital on amphetamines.
15% Throwing animals around.
5% Cuddly pink girl animals.



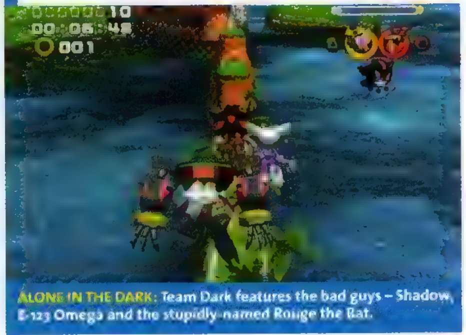
ROUTE SWEET: There's a few differing paths in some levels relating to the different character types.

TEAM PLAYERS

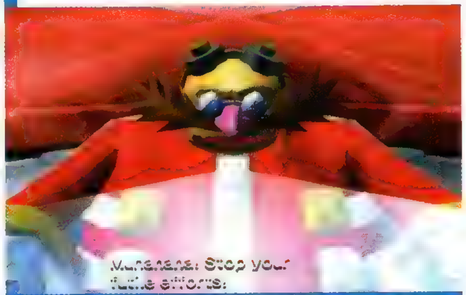
The four teams you can play as have minimal effect on the game, but do change the scenario a little and affect certain routes through the game (although you're offered branching paths based on the three distinct character types anyway).



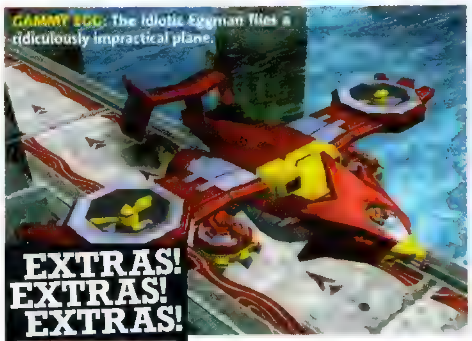
THORNY ISSUE: Team Rose is the easiest team to play with and – insultingly to girls – is all girly and pink. Aaaah.



ALONE IN THE DARK: Team Dark features the bad guys – Shadow, E-123 Omega and the stupidly-named Rouge the Bat.



NOT A TEAM PLAYER: The bad guy of the piece is Eggman. Stupidly, he tells Sonic that he's building a big weapon. Twat.



GAMMY EGG: The idiotic Eggman flies a ridiculously impractical plane.

EXTRAS! EXTRAS! EXTRAS!

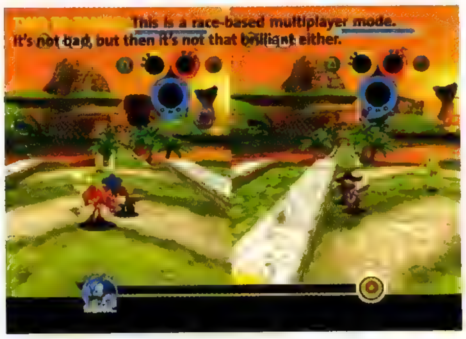
Multiplayer malarkey

- Perhaps the biggest extra is the multiplayer mode – a selection of minigame-style battle modes for you and chums to indulge in. They're kinda fun, but the frame rate is all over the shop. It won't tear you away from *Timesplitters*, it has to be said.

elements of his previous next-gen outings into one fruity, steaming game-pie. Characters are now combined into a team and there are four teams to choose from – Sonic, Chaotix, Rose and Dark. Broadly speaking, all the teams function pretty much the same, incorporating three characters that each fit a particular bill: Speed, Flying or Power.

SKILLS TO PAY THE BILLS

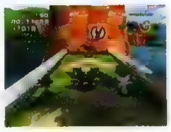
There's no more dedicated wandering around areas. Instead, you'll need to utilise your team's various skills as you're steaming through a level. This keeps the speed of the game mental, but still allows for more considered gaming. A touch of Ⓐ or ◎ rotates your team so that, say, Knuckles is in charge, who is a Power character. He can then use his team-mates to smash through walls and so on. Whereas putting Sonic in charge lets you use his homing attack and speed, while Tails can fly you up to high areas and use his chums as projectiles. It's a more integrated game than previous Sonics and the system generally works well, as you're constantly swapping between characters to navigate the next section of level. But it doesn't work as well as it should. Perhaps this is because in some sections you swap characters automatically to whoever you need. At other times 'helpful' neon signs flash up the name of the character you need in enormous letters. Subtle it ain't and there's no scope for making your own way through the game by choosing your own strategy – you might as well have been given one character with all the skills.



[illegible] This is a race-based multiplayer mode. It's not bad, but then it's not that brilliant either.

"IT'S SHALLOWER THAN THE GALLAGHER FAMILY'S GENE POOL"

Nonetheless, the system is a definite improvement over what has gone before. Sadly, though, the portions of the levels where you'll switch characters to navigate vertically or beat some enemy robot ass just aren't as fun as the bits where you're running really, really fast. Sure, most of the time you don't actually have to steer very much as you can simply slide around barriers, but as far as toupée-whipping spectacles go it's pretty darn entertaining. Besides, the real trick is nabbing all the gold rings that are strewn around the place – not easy when you're moving at something approaching six squillion miles an hour. And, sad to say, not easy when the analogue control is so sloppily implemented. The DualShock 2's sticks aren't amazingly sensitive at the best of times, but in *Sonic Heroes* control is definitely an issue. Tweaking the stick a little to the side doesn't really do anything, but move it too far and you'll veer off alarmingly, which is annoying. There's very little in the way of incremental movement, more of a sudden lurch between moving in a straight line and piling head first into a wall.



But despite the game's flaws it's capable of delivering good, old fashioned fun and manages to keep Sonic just on the right side of relevant. It's shallower than the Gallagher family's gene pool, but retro gameheads and those after some simple arcade thrills could do a lot worse. **Jes Bickham**

■ *Sonic Heroes is out now – if you can catch him.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Super-fast and the three-character system works. – Annoying analogue control and repetitive.	+ Brash, bright and cheerful. Very Sonic... – Primitive rather than polished and lovely.	+ All those classic Sonic noises. – Awful music and irritating voices.

LIFESPAN

Give it a week or two and you'll be fed up of it. Plus the multiplayer modes are perfunctory at best.

MINUTES YEARS

IT'S BETTER THAN...

SPYRO

IT'S WORSE THAN...

RATCHET AND CLANK 2

Much better than the *Sonic Adventures* that have appeared on other consoles, but this nonetheless can be as flawed and frustrating as it is fast-paced fun.

66

INFOSTRIP

DETAILS

Developer: Crystal Dynamics
Publisher: Eidos
Players: 1
Memory Save: 127kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"WHIPLASH'S LINE IN ANARCHIC HUMOUR ACTUALLY WORKS"

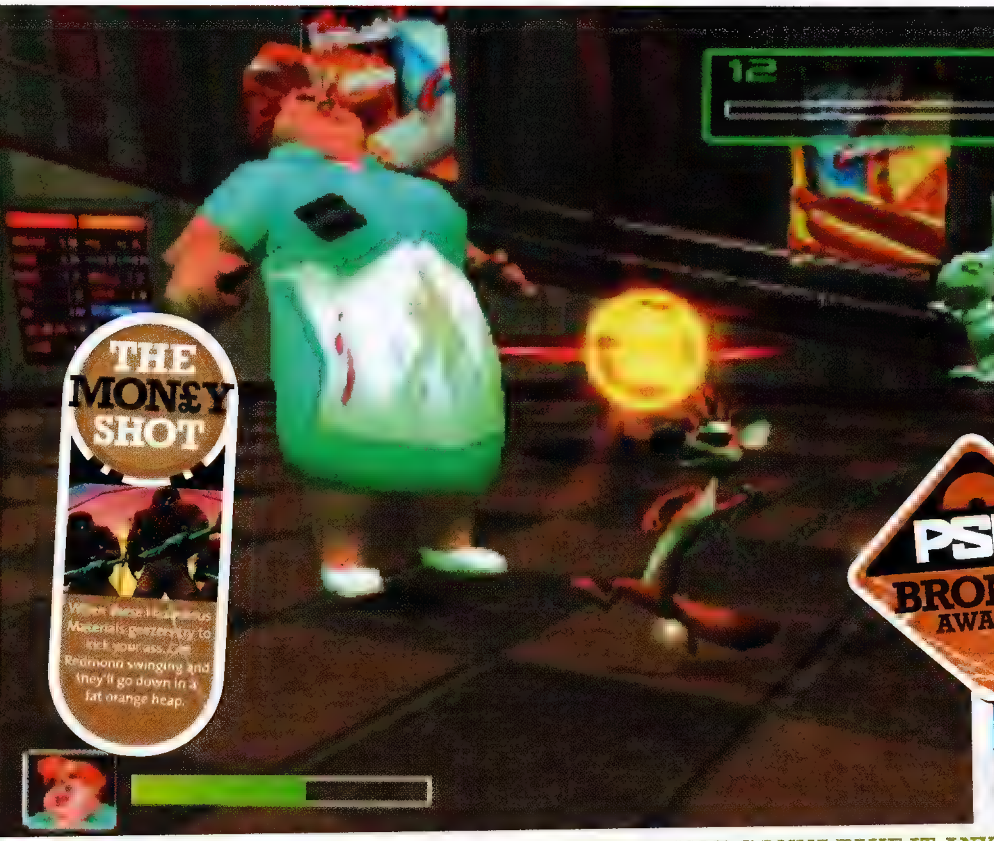
PSM2#45

GAMEFAX

Platformer
Funny
Original
Stupid

TRIVBURST

- This is by the guys who are working on the next *Tomb Raider*.
- Heavy political message.
- This used to be called Spanx The Weasel. Which is a much better name.



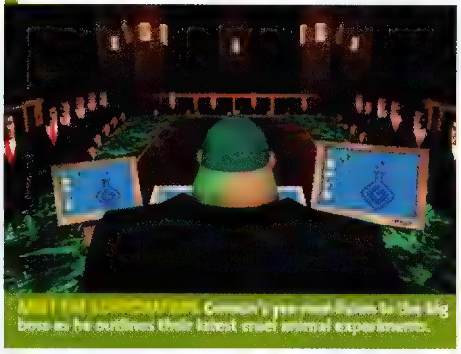
THE MONEY SHOT

When these Hazardous Materials get angry to kick your ass... Get Redmond swinging and they'll go down in a fat orange heap.

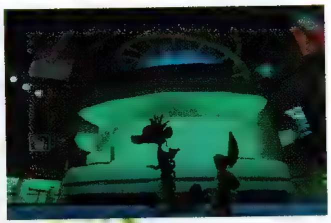
PSM2 BRONZE AWARD

POLITICS?!?

Whiplash is a rare breed: a game with a political message. It comments on animal experimentation, genetic modification and even irresponsible corporations – but it's smart enough to know that the best way to swallow a bitter pill is with humour. *Whiplash* is frequently laugh-out-loud funny – and you can't say that about very many games.



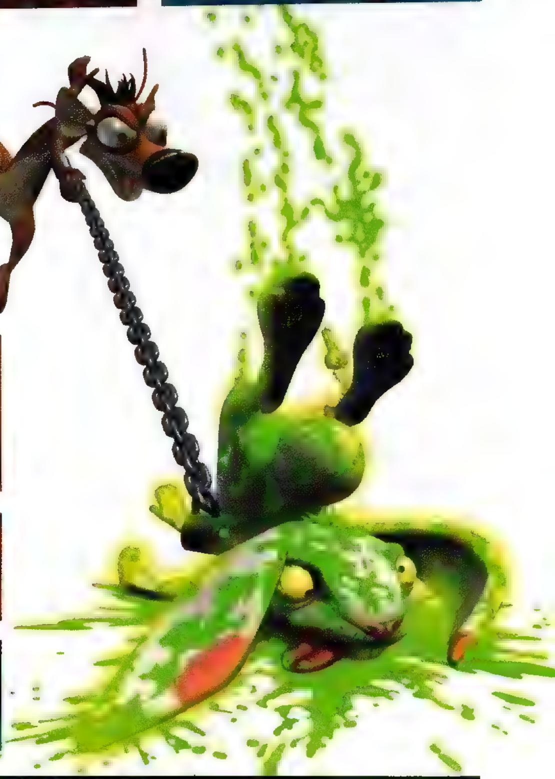
MEET THE CORPORATIONS Genron's yes-men listen to the big boss as he outlines their latest cruel animal experiments.



"THE ANIMALS HAVE HAD ENOUGH AND THEY'RE NOT GONNA TAKE IT ANY MORE!"

WHIPLASH

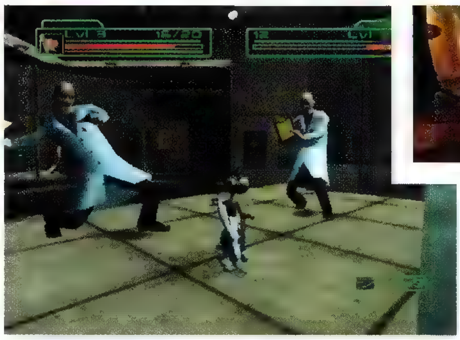
The mutated underdogs of the animal kingdom fight back.

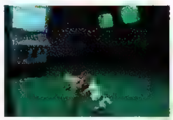


Humans eh? What evil, selfish creatures they are. Not only do they live in luxury while the rest of the animal kingdom barely survives, but they also keep innocent creatures locked in cages and perform hideous experiments on them. The diabolical Genron corporation is the worst offender – mistreating cute animals like hamsters, rabbits and chimpanzees with shocking and unnecessary laboratory tests. But now the tide has turned. A weasel named Spanx and a rabbit called Redmond have escaped and are roaming Genron's headquarters releasing their fellow animals and causing as much havoc as possible to their human captors along the way.

Whiplash has one of the most original storylines we've seen in ages. Redmond the downtrodden rabbit is the butt of all the jokes and on the receiving end of some very rough treatment. Being chained to the larger Spanx, he acts as the weasel's context-sensitive tool and a living weapon. During the course of the game Redmond is regularly smashed into computer panels, set on fire and electrocuted with hilarious animations and voice-acting.

Gameplay-wise the game is a standard platformer with few bells and whistles. It all takes place inside Genron's grey mega-building with each floor having a different research theme – genetics, robotics, waste, etc. Apart from gleefully bashing over evil scientists you must also solve basic puzzles that usually revolve around smashing computer panels and pulling levers to open doors. Unfortunately, too many of the rooms are rather bland and the corridors linking the large central hub rooms become repetitive. The amount of time you spend in these hubs produces an irritating feeling of déjà vu. Plus, unfortunately, the camera is problematic too. You constantly have to rotate it to see where you're going or how close you are to a tricky gap jump.





But despite it's limitations *Whiplash* deserves credit for it originality in an overcrowded gaming genre. Using Redmond the rabbit as both your weapon and an 'interactive comedy tool' is fun. The quality and quantity of voice acting for the characters is top notch and often genuinely funny. However, all these gimmicks – while entertaining – don't hide the fact that *Whiplash* is yet another 'decent platformer'. **Jorin Sievers**

■ Whiplash *escapes from captivity on February 27.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Stomp nasty scientists and smash equipment. – Run, jump, attack... you know the drill by now.	+ Loveable characters and slapstick visual gags. – Too many bland corridors and a ropey camera.	+ Hilariously voice-acted babbling from Redmond. – Er... we're not even sure there is a soundtrack.

LIFESPAN

The puzzles aren't tricky and button-mashing will generally get you through the early combat, but there's a few days fun in here.

MINUTES — YEARS

IT'S BETTER THAN...

RAYMAN REVOLUTION

IT'S WORSE THAN...

JAK 2: RENEGADE

A mix of great characters, perfectly pitched politics and undeniably funny action. However, the core platforming gameplay is nothing new.

72

The mission is official. Revenge is personal.
8 action-packed missions
Unique Stealth Attacks
Extensive arsenal of weapons
ROGUE OPS
KEMCO

ROGUE OPS

When the world's most brutal terrorist organisation, Omega 19, killed Nikki Connors' husband and daughter they didn't count on payback.

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PlayStation 2

XBOX

NINTENDO GAMECUBE

KEMCO

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INFOSTRIP

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: N/A
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PREVIOUSLY IN PSM2...

"EVERYONE KNEW SOMEONE WHO GOT IN A 'PROPER' FIGHT BECAUSE OF SF2"

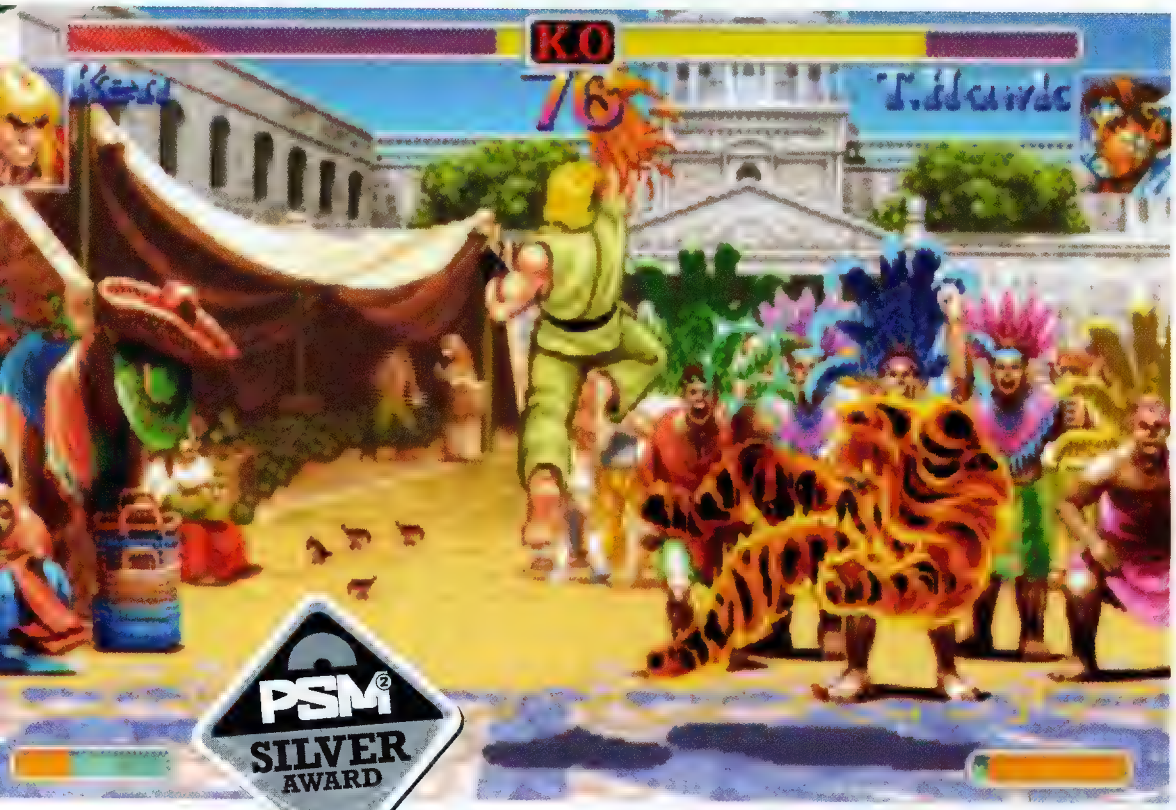
PSM2#45

GAMEFAX

Beat-em-up
Budget
Bonus disc
Old skool

TRIVBURST

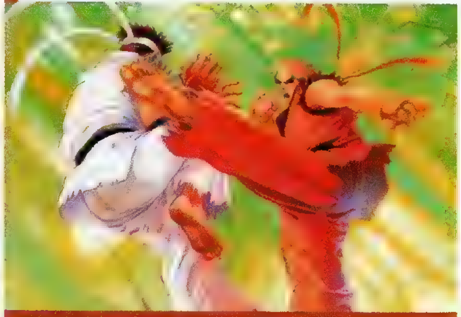
- Includes official Street Fighter 2 anime movie.
- Contains five versions of *SF2*, including *SF2 Turbo*, *SF2 Dash* and *SF2: The New Challengers*.
- Gallery mode.



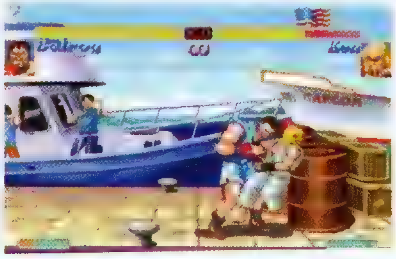
PSM² SILVER AWARD

STREET FIGHTER 2 ANIME – FREE!

Ken being brainwashed like a spineless baby. Guile and Chun Li teaming up to kick Bison's ass. The frankly ludicrous plot. Aw, such memories. If you haven't seen the 1994 SF2 anime movie, now you can get if for free on DVD with the game. It's not Kubrick, but at least thirty times better than the live action movie starring Kylie Minogue. The Chun Li versus Vega fight is a classic.



RYU'S LAUGHING NOW: It may not look great here, but the poetry is in the animation... and frankly brilliant scraps.



"THE GRAND OLD LADY OF BEAT-EM-UPS IS BACK FOR 2004"

HYPER STREET FIGHTER 2

Heidoken? No, er... Ha-do-kin? Wait... How-do-you-do-Ken? Aw, sod it... it's the best beat-'em-up *ever* for a trifling £20!

THE MON£Y SHOT

QCB HK? Press-Release Buffering? No? Hmmm. What about... Tatsu maki sen puu kyaku? Here's a clue: if you're grinning in nostalgic glee (tatsu maki = tornado, sen puu = whirlwind and kyaku = leg, by the way) then stop reading and earmark £20 right now. If you're shaking your head in confusion, then you might want to consider the next sentence very carefully. *Street Fighter 2* is one of the greatest games of all time. Yes, *all time*. More than a beat-'em-up, Capcom's finest hour defined competitive gaming and changed the *language* of videogames forever.

SF2 invented the 'combo' – an ability to link attack moves in an unstoppable chain of hits. Better yet, this was a complete accident; a freak side-effect of the timing between animation frames. Expert players could take, say, Ryu, then sneak in three unavoidable blows in the – now infamous – 'jumping attack + ground attack + special move' pattern. Heck, if you struggled with the timing, you could always pick the beastly Blanka and electrocute your foes.

The game wasn't – as commonly believed – supremely balanced in terms of characters (boxer Balrog would get stoved in by *everyone*), but *did* offer an unparalleled roster of unique fighting styles. Want to get in close and slap a foe to death?

QUESTION...

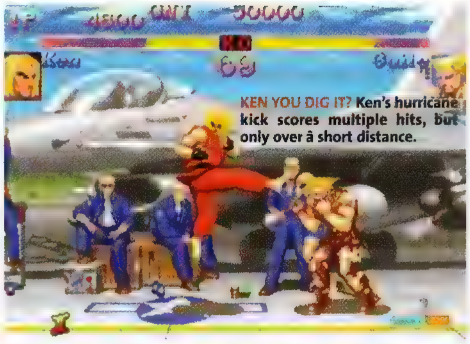
What do the character names Ryu, Ken and Chun Li mean in Japanese?

PUB TALK

Ryu isn't pronounced 'Rye-yoo' or 'Ree-you', but as 'Roo'. The reason being that the 'r' sound doesn't really exist in Japanese. It's more of a cross between an 'r' and 'l'.

ANSWER

Ryu means vigorous or abundant. It's different from the Ryu in 'shou-ryu-ken', which means dragon. Ken means fist or punch. Chun means spring and Li means beautiful. Ahh.



KEN YOU DIG IT? Ken's hurricane kick scores multiple hits, but only over a short distance.

Ryu
Dhalsim
KO
45
4 HIT SUPER
COMBO FINISH
58000

SUPER MAN: The killer Super moves were introduced in the SF2, erm, Super edition.

Pick sumo wrestler Eddie Honda. Want to cower in a corner and flick out telescopic legs? Then plump for yoga master Dhalsim.

The genius was that 'unstoppable' characters (like M Bison and his Psycho Cruiser) could invariably be negated by changing your tactics to exploit a key weakness. (a well-timed Dragon Punch could nail *anyone*). Two-player games were like physical chess, the ultimate test of strategy, reflexes and – above all – nerve. Sometimes, just knowing that you needed to hit a foe *once* – or use a 'cheesy' unblockable attack like a fireball – to win, would cause lesser fighters to fluff their special moves, ending in floundering defeat.

Conversely, it's possible to rally against impending defeat and unleash vicious five-hit combos to claim improbable victory. It's *poetic*, even ten years later. Imagine scoring a stoppage time winner in the WEFA Cup final of *PES3*, then experiencing that rush of emotion every 20 seconds. That's how *Street Fighter 2* flows, and *feels*, between two equal-skilled players. After every session, you'll rise from your seat shaking with adrenaline, shoulders tensing and muttering "Well done" or "*I was going for the dragon punch*" through gritted teeth.

"NO OTHER GAME FIRES SUCH AN INTENSE SENSE OF PRIDE AND COMPETITION"

Admittedly, times have changed. For a generation raised on the fluidity of *Soul Calibur 2*, or violent excess of *Manhunt*, *SF2* may feel limiting and quaint by comparison. However timeless the character design, or vibrant the environments, the graphics just look a bit, well... shit. Those looking for the brash instant-gratification of *Need for Speed: Underground* will probably surrender within ten minutes of clueless flailing and never know the tingly exhilaration of nailing Sagat with a last-gasp Flaming Dragon Punch.

SF2 epitomises the 'narrow, but deep' dojo of game design. Characters are limited to six basic attacks and around three special moves, but – critically – their application and diversity is pixel perfect. Attacks like Ryu's legendary Fireball (↓↘→Ⓞ) are simple in theory, but unbelievably hard to rely on during the fury of battle. The way you play and character you choose speak volumes about your personality. Do you go for the practised superiority of Ryu (powerful, but eerily clinical)? Or the unfocused talent of poodle-haired Ken (rock 'n' roll, but self-defeatingly flamboyant)?

The closest comparison to *SF2* in modern gaming is – bear with us – *PES3*. No other game fires such an intense sense of pride and competition. Every button press has a direct impact on the action, while every calculated risk brings the requisite reward or ignominious failure. Do you risk Dragon Punching M Bison's Psycho Crusher or block and hope he won't drain enough energy to kill you? Keep leaping in to cause confusion, or stand back and use risky fireballs? It's all about expression – a skilled Ryu player can defeat a lesser soul using special moves alone. Or an egoist might try to defeat you using Balrog to prove their mastery. It's like letting your mate pick France then beating him 5-0 with Iran.

The ultimate testament to *SF2* is that everybody who played it has a story. In PSM2 scribe Joel's arcade, players would be physically beaten for using Guile's cheesy – unblockable – Sonic Boom/Throw combo. Deputy Editor Dan D once threw himself down the stairs after losing to M Bison for two consecutive hours on the infamous level seven difficulty.

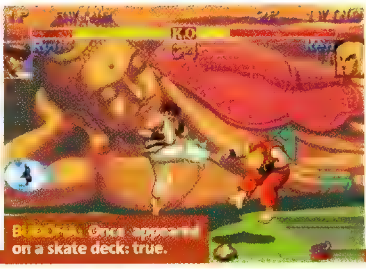
Should you fork out £20? With friends, *ye-es*. *SF2* is one of the defining moments in gaming history. Few games feel so pure, so tight, so rewarding. Thanks to its mixture of knowledge, tactics, timing, and – yes – luck (who *hasn't* scuffed a last minute Dragon Punch into a sucker punch Fireball?), you're only as good as your last fight. That's the genius of *SF2* – whatever the outcome, the gameplay *is* the reward. Perhaps Ryu's victory motif captures the brilliance of *SF2* best. "Already seeking the next challenge, ceremony means nothing to him. The fight is everything." **Daniel Dawkins**

■ *Do the noble thing and fork out £20 on 30 April.*

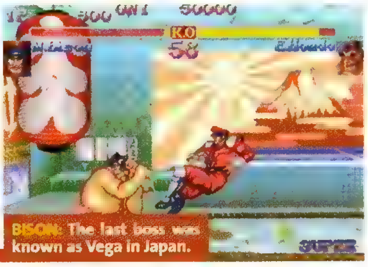
IS IT A GOOD ARCADE CONVERSION?

Yes. *SF2* zealots may notice the odd missed animation frame and minute timing issues, but it's largely spot on. You can still perform all your fave combos. Heck, we played the game religiously over ten years ago – about three hours a day for six *months* – and can't see any obvious problems.

ZANGIEF: The Ruskie's moves are all there.



BUDDHA: Once appeared on a skate deck: true.



BISON: The last boss was known as Vega in Japan.

EXTRAS! EXTRAS! EXTRAS!

Visit the fighting gallery

■ You can use the Gallery mode to replay the intro movie from each generation of *SF2*, plus music from each character's stage. There's also an exclusive artwork gallery of *SF2* through the ages.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Scalpel precise and insanely deep. – Old-school in the purest and best sense.	+ Elegant characterisation and evocative backdrops. – Looks blocky and faded by today's standards.	+ Iconic theme tunes and immaculate spot effects. – A shade bleep-tronic for today's musical taste.

LIFESPAN

Mastering the game will take you months and you'll need to be incredibly patient. However, the rewards are not that tangible.

MINUTES YEARS

IT'S BETTER THAN...

MORTAL KOMBAT

IT'S WORSE THAN...

SOUL CALIBUR 2

If you've any belief in the competitive – and genuinely emotional – purity of gaming, then this classic beat-'em-up surely belongs in your collection.

89

INFOSTRIP

DETAILS

Developer: Eurocom
Publisher: THQ
Players: 1
Memory Save: 200kb
Widescreen: No
50-60Hz: No
Surround Sound: No

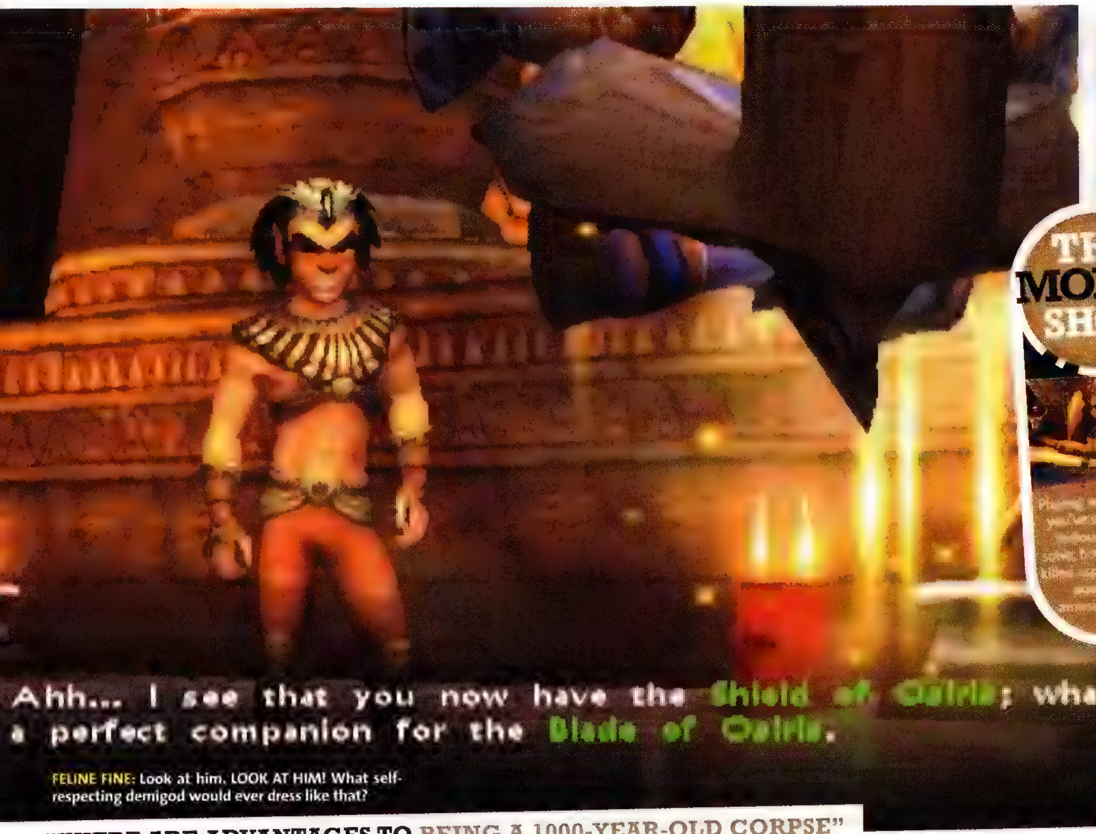
PREVIOUSLY IN PSM2...
"OUR MAIN CONCERN IS THAT IT COULD GET LOST IN THE DESERT"
PSM2#38

GAMEFAX

- Platformer
- Action Adventure
- Lara Clone
- Superhero

TRIVBURST

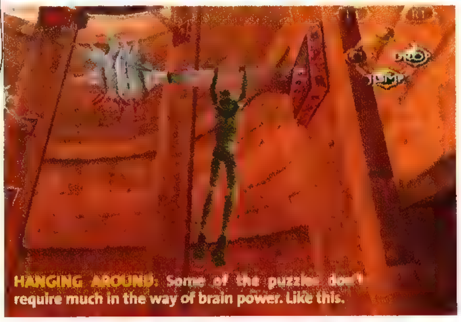
- Play as the living incarnation of the Sphinx.
- Also play as prince Tutankhamen, who gets turned into a mummy and can therefore survive all manner of nastiness.



Ahh... I see that you now have the Shield of Osiris; what a perfect companion for the Blade of Osiris.

FELINE FINE: Look at him. LOOK AT HIM! What self-respecting demigod would ever dress like that?

MUM'S THE WORD: We enjoyed playing as the mummy more than as Sphinx – we're just twisted like that.



HANGING AROUND: Some of the puzzles don't require much in the way of brain power. Like this.

"THERE ARE ADVANTAGES TO BEING A 1000-YEAR-OLD CORPSE"

SPHINX AND THE CURSED MUMMY

Something sphinx in ancient Egypt and it wasn't us. Honest.

[illegible] The mummy doesn't indulge in combat, just puzzles. He's a lover.

Sphinx was designed to be damned with faint praise. It's a third-person adventure with platforming overtones. It looks nice. It's never actually *bad*. If you've played the ass off *Jak 2* and *Ratchet & Clank 2* and hunger for more 'character action' (gnurk) fun, then *Sphinx and the Cursed Mummy* might just feed that monkey on your back. But it'll be a packet of cheap-ass Space Raiders rather than a rack of lamb with all the trimmings.

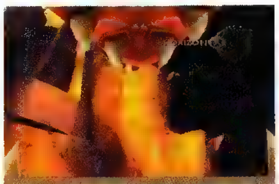
Perhaps that's a little cruel (Space Raiders are lush) but *Sphinx* is, for the most part, so utterly derivative and bland that it inspires nothing more than a half-raised eyebrow and a quiet 'hmm'. The ancient Egyptian-styled environments lend an air of individuality and Eurocom have indeed created a good-looking game, but it doesn't surprise or excite. Explore your immediate surroundings, collect a few items, puzzle your way through a dungeon-type area, unlock a new level... you've seen it all before and therefore this fails entirely to tickle your fun-stick. Sure, it's entirely pleasant and even mildly interesting at times. The upgrade system works well, with Sphinx obtaining new moves and equipment as he progresses and there's some entertaining touches, such as buying pet monsters to use in battle. But, for the most part, the game is the very definition of seen-it-all-before, despite a few awful design errors that threaten to drag the game down from 'polished but passable' to 'annoying'. Save points are the biggest offender – you can only save by approaching certain statues and they are irritatingly placed. Get killed – which is easy enough until your health increases – and you face a long slog through everything you've done since you could last save.

Bad bits aside, though, thank Satan for the second playable character, the titular mummy. He adds some welcome variety to the game. Being already beyond this mortal veil, he can't be killed – a fact which is used to puzzle-solving advantage. Our favourite moment has to be when he's chopped into three pieces which you can then control, although setting him on fire is kind of fun too. But it's not enough to save the game from mere ordinariness. **Jes Bickham**

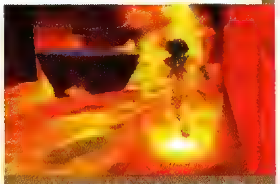
RIDDLE ME THIS

You begin as Sphinx following fellow demi-god Horus through a traditional lava-based level. Things get better when you play as a pre-mummification prince Tutankhamen and get to swing your embalmed pants around.

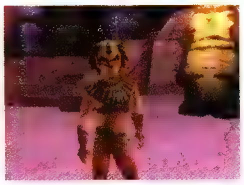
A [illegible] Horus is an annoying, arrogant fellow demigod. Irritating.



D[illegible] [illegible] in this monster's mouth for a little trip skyward.



WHAT A [illegible] Oh, look. A lava level. How terribly original...



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Plenty to do and two characters to play as. – Lots of seen-it-all-before collection and puzzles.	+ Some cracking environments and effects. – Some character design stinks, especially Sphinx.	+ Excellently rousing orchestral music. – There's absolutely no voice acting. At all.

LIFESPAN

A significantly lengthy adventure, but you'll *never* want to replay it once you've finished it. Trust us...

MINUTES YEARS

IT'S BETTER THAN...
CRASH BANDICOOT

IT'S WORSE THAN...
JAK 2: RENEGADE

Slick and competent and often very ordinary, but with the occasional flash of originality. If it wasn't for the mummy it'd be just another adventure.

64

PlayStation.2
KILL.SWITCH
16+

ARE YOU THIS GOOD? uk.playstation.com

Are you better than a crack shot? Would you instinctively use any environment as cover? Could you use the blindfire technique to laydown suppressing fire, without even looking? Can you overcome an enemy that can do all this and more? KILL.SWITCH. Shoot to live.

NAME SCORE DATE

18+ TARGET NO 516

fun, anyone?

PlayStation.2

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namco

INFOSTRIP

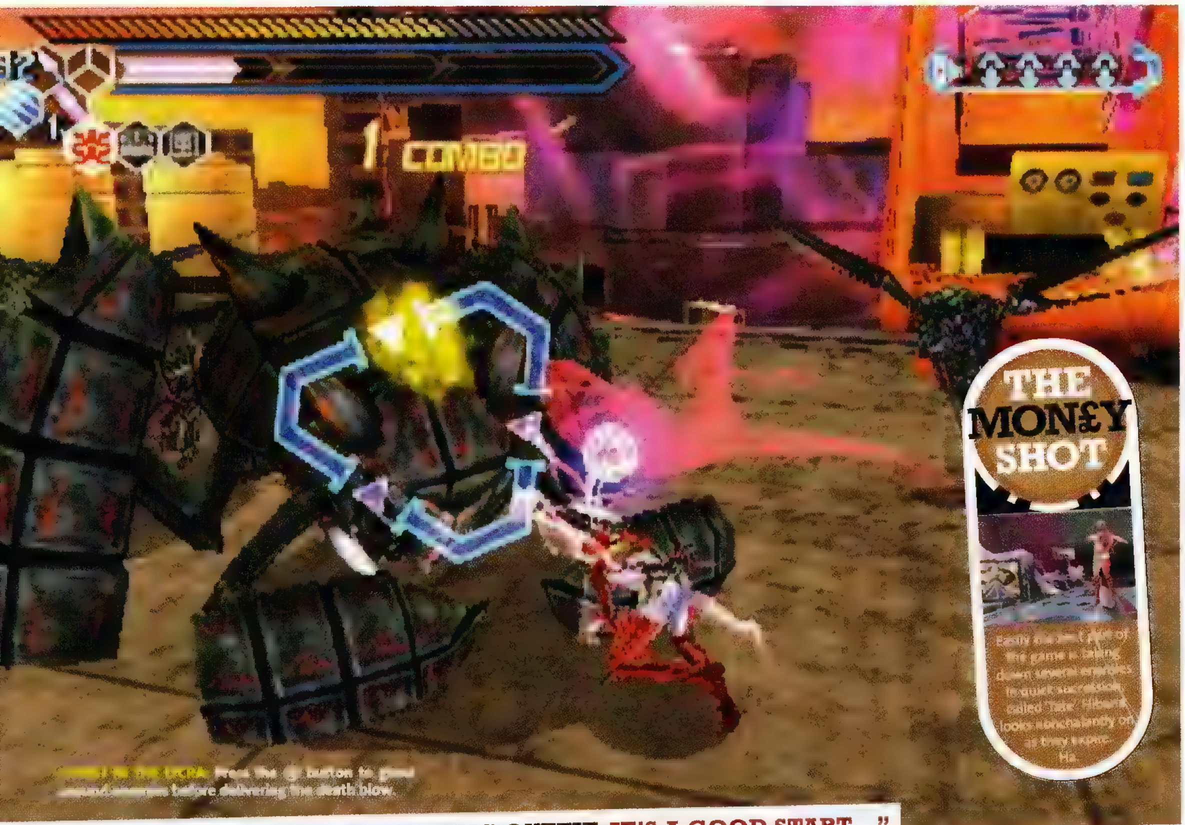
DETAILS
Developer: Sega
Publisher: Sega
Players: 1
Memory Save: 179K
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEDIGIT
13 The number of individual *Shinobi* games released by Sega. Someone out there likes them. You know who you are.

TOP 5 NINJAS
- Lee Van Cleef
- Jean-Claude Van Damme
- Michael Dudikoff
- Donatello
- Chow Yun-Fat

GAMEFAX
Beat 'em up
Saucy
Old skool
Hard

TRIVBURST
- Complete combos to unleash ninja magic.
- Fight on top of moving trains, industrial cranes and even fighter jets.
- Confuse your enemies with the Shadow Dance.



THE MONEY SHOT
Easily the best part of the game is taking down several enemies in quick succession called 'Tate'. Hibana looks nonchalantly on as they expire. Ha.

[illegible] Press the [illegible] button to grind [illegible] enemies before delivering the death blow.

"FEMALE NINJA IN A SNUG-FITTING OUTFIT. IT'S A GOOD START..."

NIGHTSHADE

Shinobi undergoes a gender reassignment and finds its old school charms lost in translation.

Female ninjas, eh? Apparently they actually existed, though they never did any of the cool stuff like throwing bits of metal or leaping up ten-foot walls. No, in order to despatch their enemies they'd seduce them, take them to bed then produce a concealed weapon from a hidden location (you've seen Kill Bill, right?) and quickly off them before any blows could be exchanged. Now *that* would make an interesting videogame.

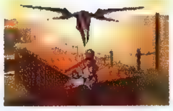
Nightshade, however, reverts to type with a sassy heroine as agile and murderous as any of her male counterparts. But femme-fatale, Hibana, is not the only aspect of the game that's traditional; everything from the level structure to the boss battles are as time honoured as David Dickinson's oak weathered face. Beware – this is gaming at its most punishing. Jump-fail-swear. Restart. Jump-fail-sob. Restart. Jum... restart. Nyurgh! While such punishment yields precious rewards for patient gamers, the generation weaned on the smoothed edges and cushioned gameplay of *James Bond: EON* or *MOH* may beg to defer. The nails-hard, uncompromising old school dynamic is only going to appeal to a minority of people. In short: the kind of player who doesn't mind constantly refining technique and strategy to beat a boss that may take fifteen attempts.

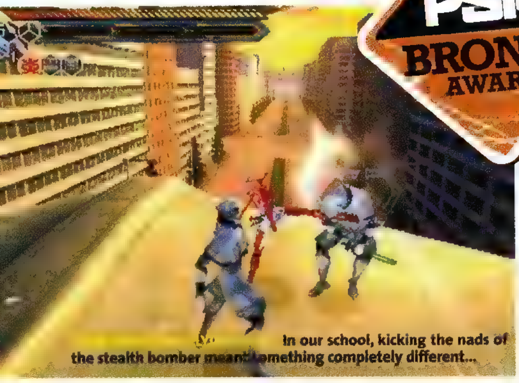
That said, *Nightshade* gleams with the redolent visuals and atmospheric sound effects synonymous with the Sega brand. The wealth of moves and the gymnastic abilities of the main character are breathtaking. Slice through several enemies in a short time and a cut-scene will highlight your devastation. Watching as foes flop to the ground like spilt jelly generates a tremendous sense of empowerment.

Nightshade continues where *Shinobi* ended and it's Hibana's task to find the hero of that game, Hotsuma, and quash the creatures that have invaded Tokyo's buildings and subways. But in truth, most of these deadly creatures look like dayglo crustaceans and exhibit little in the way of intelligence. Even more frustratingly, there are many sections where Hibana can die instantly. Sure, she may be more athletic than a buttered Orangutan, but having to constantly leap across gaping chasms gets a bit annoying. It doesn't matter how adept you become at wall-running and double-jumping, a random missile fired from an enemy off-screen can be enough to send Hibana back to the beginning of the level. Nyargh!

Nightshade may contain one of the most stylish and acrobatic characters ever conceived. It's just a pity she's supported by a cast of extras from Monkey. **Mark Walbank**

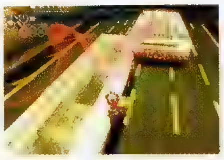
■ *Nightshade is leaping into stores in March.*





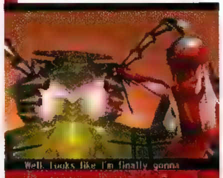
In our school, kicking the nads of the stealth bomber meant something completely different...

PSM2 BRONZE AWARD

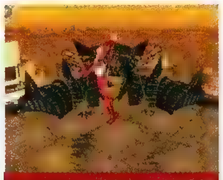


BOSS FIGHT!

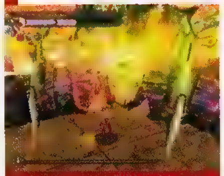
In traditional style, all bosses have weaknesses (Dan G can be easily distracted by a bottle of broon and a rousing rendition of Fog on the Tyne), but *Nightshade* refines perceptive battling to an art form. We show you how to defeat the King of the Hellspawn.



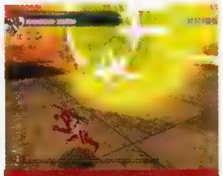
This FMV sequence doesn't scare us... much.



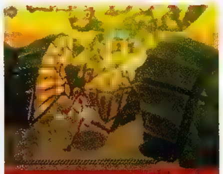
Fly like a bird over his earthquake attack.



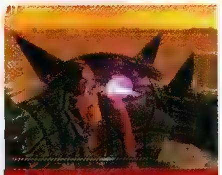
Run towards his belly and get up really close.



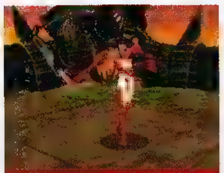
The spinning ball means you've made him angry.



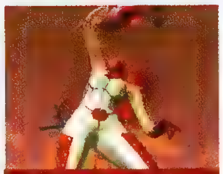
Damage his flabby weak underbelly and then...



He stupidly bows to expose his even softer head.



It takes several blows to finish this Hellspawn off.



What's that he's dropped? Dunno, but it's very hot.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Elegant moves make controlling Hibana a joy. – A formulaic structure and dumb enemies.	+ Imaginative creation of a futuristic Tokyo. – Crustacean enemies look stupid.	+ Excellent spot effects and explosions. – Voice acting from the School of Ham.

LIFESPAN
The sixteen levels are a real challenge in Normal mode, but it's unlikely many would play through again on Expert.
MINUTES HOURS

IT'S BETTER THAN...
ALTER ECHO

IT'S WORSE THAN...
DEVIL MAY CRY

Not enough of a leap forward from *Shinobi* for our money, though anyone who likes tough bosses and theatrical voice acting can't go wrong.

73

INFOSTRIP

DETAILS

Developer: Atari
Publisher: Atari
Players: 1
Memory Save: 171k
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX

Official Licence
Easy
Platformer
For Kiddies

PUNCH DRUNK: After one too many swigs on the magic potion Asterix goes berserk.

"WILD BOAR COOKING AND GRATUITOUS ROMAN BASHING"

ASTERIX AND OBELIX XXL

Either it's short for extra, extra large, or Atari don't know their Roman numerals...

Jacque de Lors! Creme de menthe! Fromage frais! It's Asterix – everyone's favourite boar-eating, Roman-thrashing, steroid-abusing Gaul. Brilliant! Oh, except that in this version, he's Welsh. Qu'est que ce?

Aside from the little fella's valley heritage, though, there's very little else that's surprising here. Think easy puzzles, occasional slippy-slidey bits and more crates than the closing shot of Raiders Of The Lost Ark – all stuffed full of shiny, shiny helmets that there's no real point to collecting. Variety's provided by Obelix – the menhir-man's expansive arse is the only way (magic potion aside) to smash metal crates and control occasionally switches to him for puzzles requiring brute strength. Certain sections need you to send one of the boys up ahead to clear a path or trip a switch, but there's nothing too taxing. The chubby lad lends extra weight to a fairly decent fighting system too – it's possible to pull off combos together, or unleash Dogmatix on enemy asses to force them to drop their weapons. The fat lad, of course, fell in a vat of magic potion when he was a baby, but for Asterix it's license to go Roman-slapping berserk with a shiny green H-bomb effect. The Romans really pile on, too – you'll routinely see dozens of them on-screen at once, like a more cartoony version of *Dynasty Warriors*.

BATTLE FRENZY: Buildings burn and Romans scatter as Asterix and Obelix run amok.

Nice animation, nice fights and reasonable platforming are the orders of the day then – which is why it took a while for us to work out what was missing. See, Asterix was always all about shitty puns and violence 'cleverly' juxtaposed with idle banter, and there's none of that here. At all.

It *can* be done – see *Whiplash* elsewhere in this issue for the evidence – but it just hasn't even been attempted here and as a result the action just feels flat. Quel dommage! **Joel Snape**

■ Asterix and Obelix XXL *is – oh yes – out now.*

PSM2 VERDICT

Nowhere near as terrible as a) You'd expect or b) The Gerard Depardieu film version. Decent enough as a child distracter, but not much else.

60

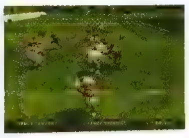
INFOSTRIP

DETAILS

Developer: EA Tiburon
Publisher: EA
Players: 1-2
Memory Save: 284K
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

GAMEFAX

Official Licence
US Sports
Violent
Strategy



[illegible] out for crabs while playing on the beach.

"SHOULDER PADS ARE SOOO 1980S"

NFL STREET

EA attempt to work their 'Street' magic on American so called 'football'. Hut-hut-hut.

You've got admire EA as they never miss a trick. Whenever they discover a successful approach to a game they're never afraid to cram another subject into the same template and make it work, goddamit! When *SSX* proved to be so irresistible they applied the same approach with motorcross and came up with *Freekstyle*. Which wasn't that good really. And as *NBA Street* manages to slam dunk the funk of their *NBA Live* game, EA have simply given *Madden* the same homie treatment. The result is *NFL Street*... which isn't that good really...

It's by no means a disaster, but it just struggles to reach the dizzying heights of it's b-ball cousin.

To make grid iron suitable for the streets EA have made it seven aside, lost some of the more technical rules and kept the action cartoony and brutal. Just like *NBA Street* it has the added ingredient of the Gamebreaker bar which can be powered up by performing fly moves such as flashy quarterback passes and crazy-ass dodges. When the Gamebreaker is activated, rather than effecting the score directly as in NBA, it gives the players temporary super human powers which should secure a touchdown.

There's no doubting it's daft enough to entertain and solid enough to be a challenge, but it just doesn't *feel* right. What works with basketball doesn't seem to work with American football. Basketball is the simplest of the American sports as it doesn't require copious amounts of body armour or an expanse of frozen water. It's obvious and immediate, which means it's open to the various arcadey translations such *NBA Jam* and *Street*. American football, on the other hand, consists of carefully choreographed set pieces that involve a lot of large men, seemingly doing their own thing. It's complicated enough without having an extra layer of fly moves to worry about, especially when the action is as intense and frantic as it is in *NFL Street*.

What could be of some consolation though is that it took *NBA Street* a sequel to truly find its feet, so EA could well have future success with this knockabout approach. **Dave Harrison**

PSM2 VERDICT

NFL Street is well presented and adequately put together, but the NBA bling doesn't sit very comfortably with the macho grid iron action.

64

INFOSTRIP

DETAILS

Developer: Illusion Softworks
Publisher: Take 2 Interactive
Players: 1
Memory Save: 500 Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"OUR ANTICIPATION RATING WILL STAY FRAGILE UNTIL WE SEE THE CODE RUNNING"

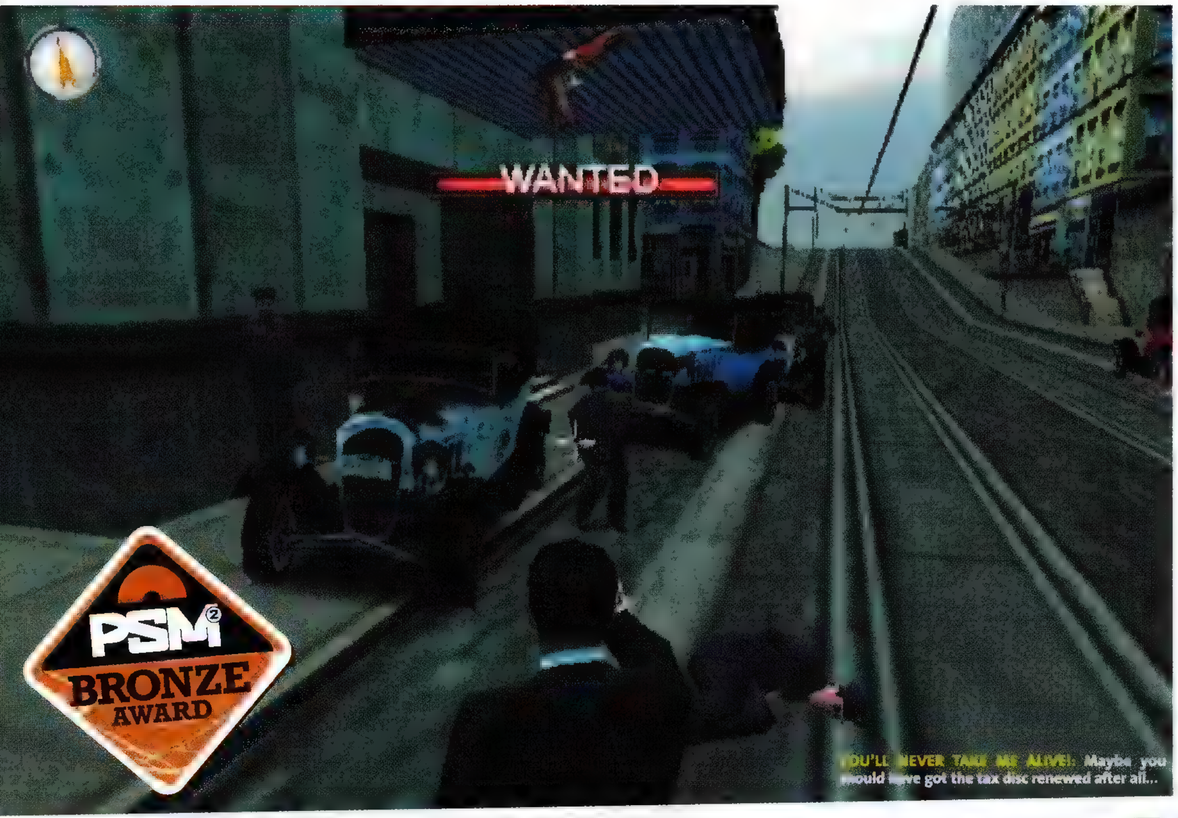
PSM2#37

GAMEFAX

Driving
Adventure
GTA copy
Gangster

TRIVBURST

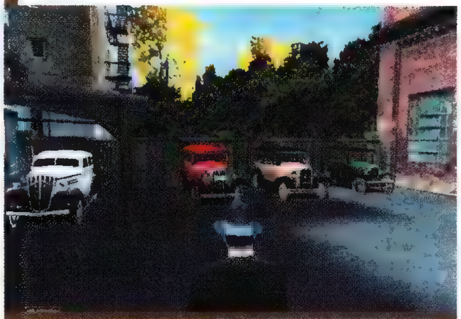
- 20 Chapters
- 12 Square miles of Lost Heaven to explore.
- 60 vehicles from to unlock including a hearse and a hippy car (don't ask).



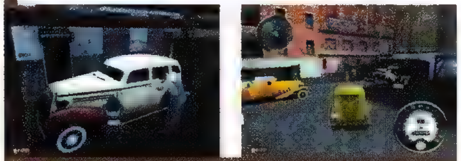
YOU'LL NEVER TAKE ME ALIVE!: Maybe you should have got the tax disc renewed after all...

24HR GARAGE

Tommy learns how to steal different makes of cars from Don Salieri's stuttering mechanic, Andy. Before long, the various side missions will net you a garage packed with highly desirable 1930s cars. Vroom, cough, splutter...



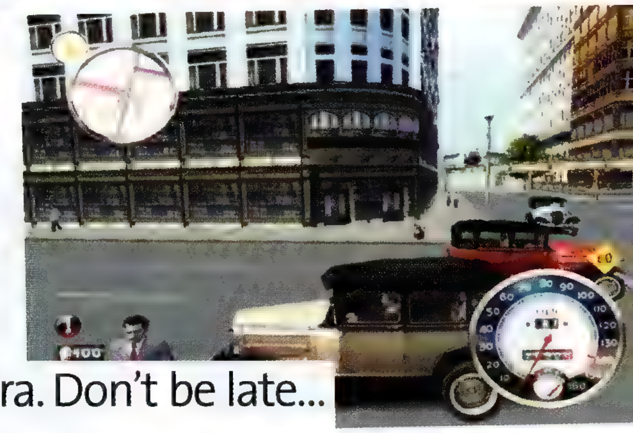
EENY MEENY MINEY MO: Oi, where's the Bugatti Veyron, Ralphy? Really, this selection of vehicles is beneath me...



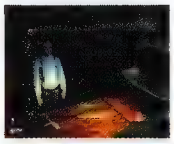
IT'S A STEAL: No, really. Here's where you learn how to boost cars. They might not look like much, but remember it's 1932.

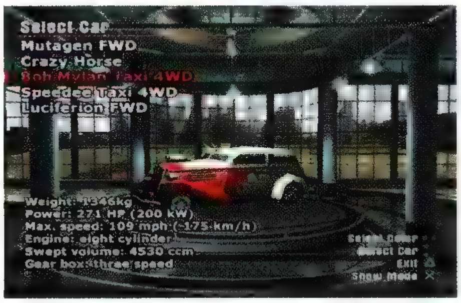
"SO MUCH KILLING! MY SON, I'M GOING TO HAVE TO RE-CONSECRATE THE CHURCH."

MAFIA



You are cordially invited to get cosy with the Cosa Nostra. Don't be late...





Select Car
Mutagen FWD
Crazy Horse
Bob Mylan Taxi 4WD
Speedee Taxi 4WD
Lucifierion FWD

Weight: 1346kg
Power: 271 HP (200 kW)
Max. speed: 109 mph (~175 km/h)
Engine: eight cylinder
Swept volume: 4530 ccm
Gear box: three speed

Imagine if you genuinely are a Don in the Sicilian Mafia. It must be galling to think that just about everyone from Ilford to Istanbul thinks that you and your noble 'family' strut around wearing spats and chalk stripe suits, carry violin cases (wink, wink), make melodramatic hand gestures and say "bada-bing bada-boom" at the drop of a felt fedora. No wonder the Russian Mafia's so frikkin' scary. When they pay a visit, you can bet they won't spend two hours making linguine before making you stand in a bucket of wet cement for 16 hours until it sets. Still, that's price of fame. Hollywood gets hold of you and before you know it – bada bing! – you're a blue chinned, gesticulating stereotype. But hey! What are you gonna do? Ah, fugedaboudit...

Which is our way of warning any game playing historians out there that with this likable *GTA*-lite crime epic you're firmly in *movie* mob territory. As you can see, *Mafia* rejects Goodfellas' coke-fuelled 1960-70s Cosa Nostra for the organisation's infinitely more atmospheric heyday; the Capone-era 1930s. That said, the bloody tale of mobster Tommy Angelo's rise and fall from grace not only borrows the 'wiseguy narrates his life story in flashbacks' plot of Goodfellas wholesale, but spark references just about every mafia flick that's ever been made. And that includes Bugsy Malone. So you'll find a Tommy, Frankie and Paulie here, the latter of whom is your psychotic best mate whose utter likeness to Joe Pesci is only confounded by boxy face mapping. Hell, there's even a Hotel Corleone! And while this may sound like a criticism brewing it's not. By embracing the cinematic stereotypes in a big Don-like bear hug, *Mafia* starts off boasting a clip full of atmosphere that elicits goodwill from the get go.

Down to business. With *Mafia* you get 12 detailed square miles of the city of Lost Heaven to explore in 60

THE MON£Y SHOT

[illegible] goes [illegible] you have to explore a deserted farm in the [illegible] sig[illegible] all hell breaks loose...

QUESTION...

What in mafia speak is the 'Omerta'?
– A rank of goodfella.
– The mafia code of honour.
– Or a pasta sauce with anchovies, parsley and white wine?

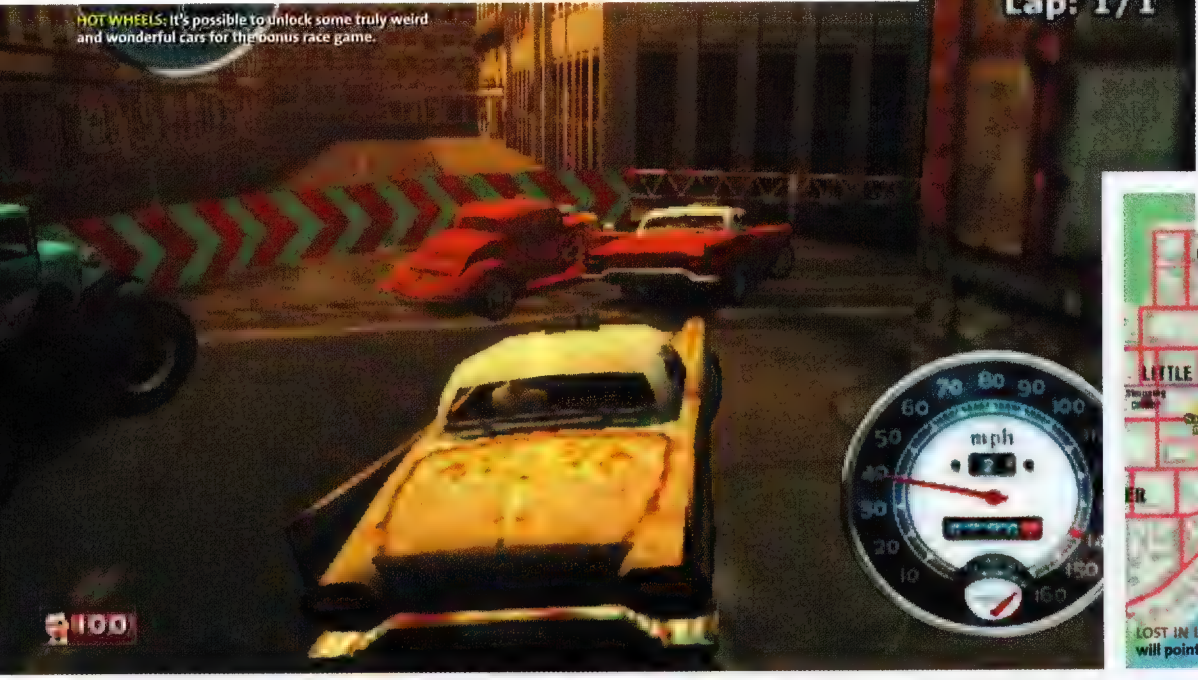
DOT.COM

www.mafia-game.com

The console site is still a work in progress. Hop over to the PC site and you can find tons of info from a developer diary and character bios to FAQs.

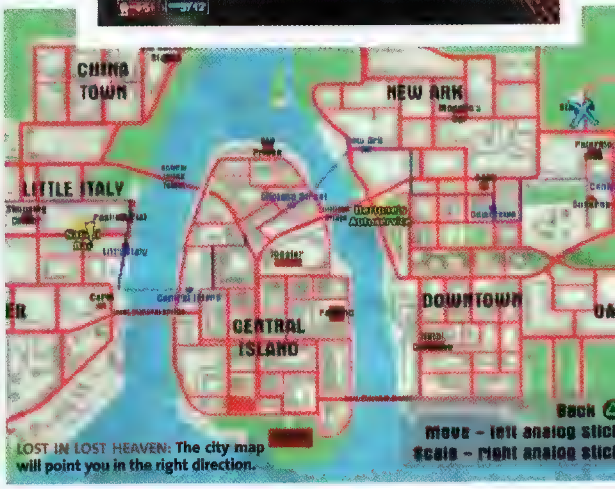
ANSWER

The Omerta is the code of honour sworn by all 'made men' that governs good mob conduct and prevents you from ever, *ever* blabbing on the family.



HOT WHEELS: It's possible to unlock some truly weird and wonderful cars for the bonus race game.

TOILET HORROR: "I said wipe the frikkin' seat you schmuck!"



LOST IN LOST HEAVEN: The city map will point you in the right direction.

BORDER FOLLY: That's your Canadian whiskey, only some wiseguys want to keep it instead.

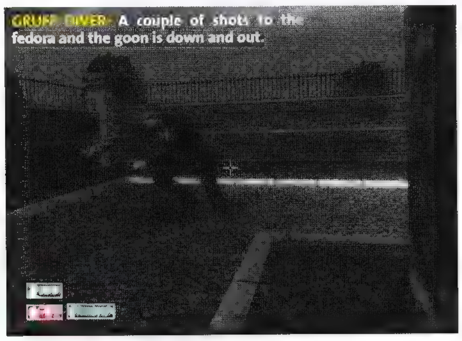
EXTRAS! EXTRAS! EXTRAS!

Dodgy arrangements

- Don Salieri has the city's cops on the payroll, but they can't always turn a blind eye. It's worth watching the traffic lights downtown and putting the 60kph speed limiter on.
- Be careful where you pull a weapon out. If there's a cop passing they'll spot it and you'll then have to fight mobsters AND the boys in blue...

different makes of car over 20 main chapters that invariably involve a driving element and a pedestrian, shooting element. Surface resemblance to the *GTA* family aside this is very much a linear game. There are side missions to steal new cars, but they're essentially action-free padding to the main story. And while you can zip around the city at your leisure, you can't even access interiors opened in previous missions. Inevitably, it's not long before you're back at Salieri's for the next mission.

What of those honking 1930s cars? Sadly, you're unlikely to get moist at the prospect of 22 BHP jalopies with giant front grills better suited to beach barbecues. To be fair to the developers, they have eased off a little on the slavish adherence to authentic 30s performance that made getaways in the preview code laughably slow. Nevertheless, with top speeds on the beefiest models rarely scraping 100kph it's a good job the shooting sections have been implemented so well.



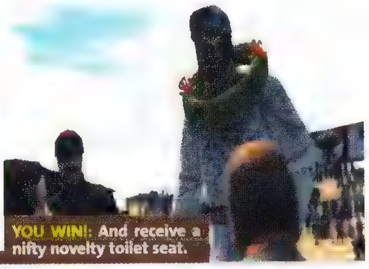
GRUFF DIVER: A couple of shots to the fedora and the goon is down and out.

DRIVING AMBITION

When Salieri's big bet on a race looks to be in trouble, it's up to Tommy to knobble the opposition and save the day. Or else. Forget the fact that it's your first professional race – this is an offer you *really* can't refuse...

TRACK DASH: You're the new mafia race driver.

FIRST RACE: If you lose this race you're compost.

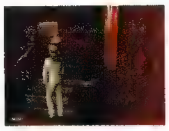


YOU WIN!: And receive a nifty novelty toilet seat.

"YOU'RE UNLIKELY TO GET MOIST AT THE PROSPECT OF 22 BHP JALOPIES"

What *Mafia* does very well is its big set pieces. Take the dovetailed chapters 'The Whore' and 'The Priest'. You start off casually walking into a high class brothel crawling with goons from an opposing 'family'. First you locate a hooker who's been snitching on Salieri. She needs to be rubbed out. Then you've got to find the hotel manager. When you pull your gun he scarpers and his goons come out of the woodwork. After a brutal running gunfight you catch up with the manager in his office, cap him, wire his office to explode and escape onto the roof. From here you're pursued by the cops across the skyline. You make it to the bell tower of a church. Sanctuary? Not likely. The funeral service being held is for one of your victims. Cue a bloody massacre in the pews that ends with you making a frantic getaway in the hearse out front. As a sustained piece of action it's challenging and great fun.

However, the pacing isn't always as well managed. You do spend a great deal of time just driving to and fro and – as we've already noted – there's just not nearly enough going on in Lost Heaven between missions to make all that real estate worth navigating just for fun. And while we're gunning for *Mafia*, the scale of the game just isn't matched by the graphical quality. Pop up and fogging are rampant and as for the tedious loading time each time you cross the Giuliani Bridge; that could really drive you to murder.



Despite these gripes, *Mafia* still makes for an entertaining prospect and recommended rental, even if it doesn't have the legs to make it an essential purchase. The period setting provides bags of atmosphere (though *Vice City*'s superlative 80's setting is in no danger of being toppled). The plot and basic control mechanics are good and when the action kicks in, you won't want to be anywhere else. Not the Capo Di Tutti Capi we were hoping for then, but a good friend of the 'family' all the same... **Paul Fitzpatrick**

■ *Mafia is collecting protection money right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Set pieces are action-packed and involving. – Driving is the weak link, as is slavish linearity.	+ Some mission areas are very well implemented. – Too much fogging and pop up.	+ Great ragtime jazz, dialogue and gun shots. – Whiney cars are painful to listen to.

LIFESPAN

Mafia's involved 20 missions will keep you occupied for a good stretch, but you'll need to forgive some quiet spells along the way.

MINUTES — YEARS

IT'S BETTER THAN...
ROADKILL

IT'S WORSE THAN...
GTA: VICE CITY

While atmospheric and boasting great set piece missions, *Mafia* is too linear and sparse to fire the imagination. But you could do worse for an epic crime fix.

71

INFOSTRIP

DETAILS

Developer: High Voltage
Publisher: TDK Mediactive
Players: 1
Memory Save: 59Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEPIE

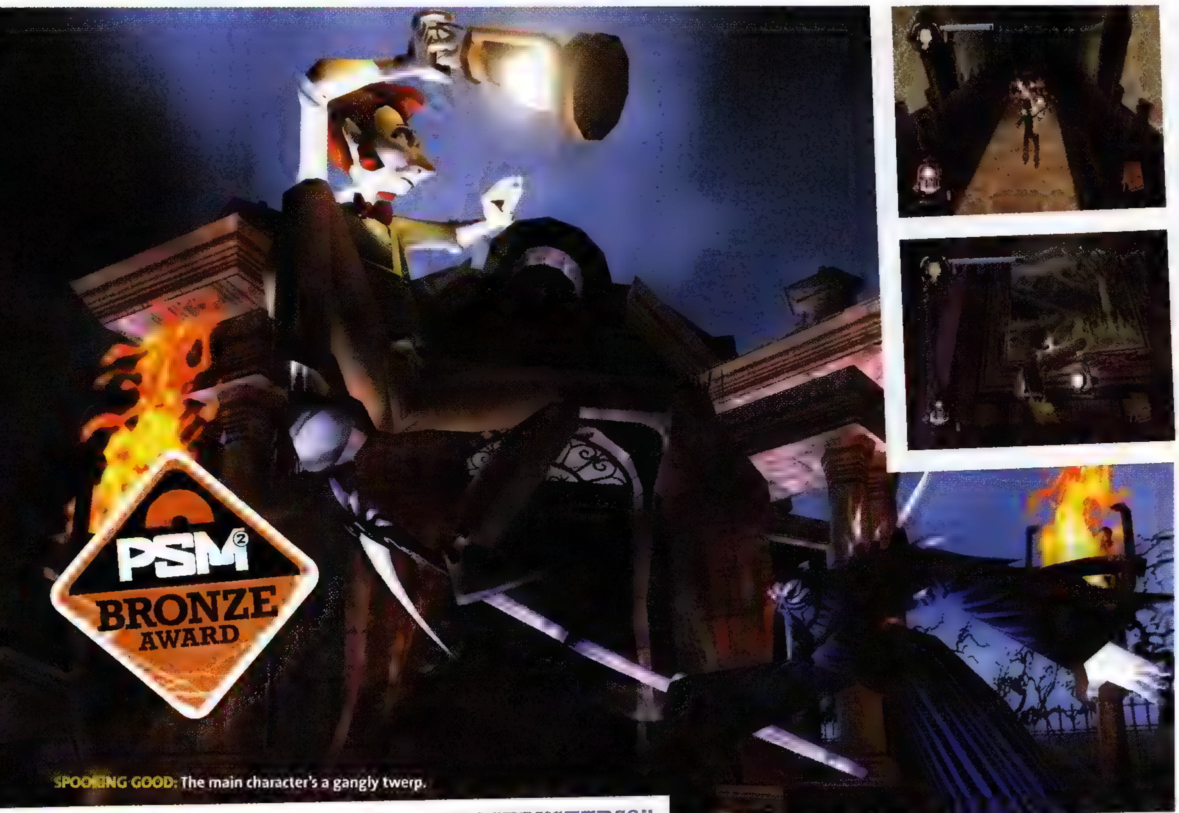
50% Ghostbusters-style sucking ghosts up via a magic hoover.
20% Disney whimsy.
15% Sneaking in the dark
15% Routine tasks.

GAMEFAX

Action adventure
Horror
Funny
Easy

TRIVBURST

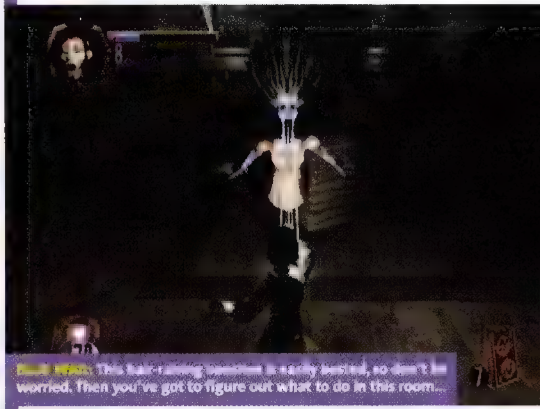
- Take on the guise of aspiring author Ezekiel Halloway in 1890 Louisiana.
- Clear a haunted mansion of evil ghosts by switching on the lights.



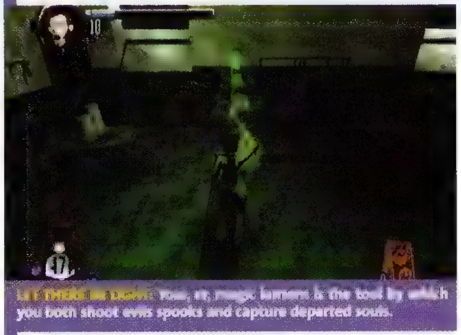
SPOOKING GOOD: The main character's a gangly twerp.

SPIRITED AWAY

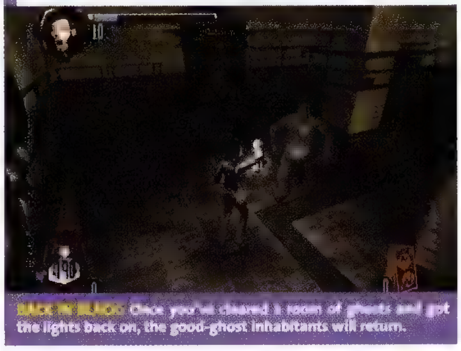
Catching spooks isn't as easy as you'd think. Not only do you need a magic lantern and a lady's head trapped inside a crystal ball (honest), there's a set routine to de-ghosting rooms. Eventually it gets a bit like housework, but it's all good clean fun.



This hair-raising banshee is easily bested, so don't be worried. Then you've got to figure out what to do in this room...



LET THERE BE LIGHT: Your, er, magic lantern is the tool by which you both shoot evil spooks and capture departed souls.



BACK IN BLACK: Once you've cleared a room of ghosts and got the lights back on, the good-ghost inhabitants will return.

"WHO YOU GONNA CALL? ER... GHOSTBUSTERS?"

THE HAUNTED MANSION

Have you ever seen a mansion that wasn't haunted?

It's a funny one, this. *The Haunted Mansion* is a Disneyland ride. It recently inspired someone in Hollywood to make a film (Pirates of the Caribbean-style) which, in turn, we assume has inspired this game. Except the game isn't based on the film. And the film isn't out in the UK yet. Odd.

But massive confusion aside, *The Haunted Mansion* isn't even close to being as wretched as you might think it should be. Indeed, it's rather a pleasant surprise and while ultimately is perhaps more suited to younger gamers, it still has enough in the way of ghoulishly good gameplay to entertain even a jaded *Vice City* expert.

Naturally, the game revolves around ghost busting. You work through the mansion room by room with the aim of turning the lights on before inspecting spook-filled objects and then capturing the disturbed revenants (by way of sucking them into a magical lantern). Clear a room successfully and you're treated to the spectacle of the resident good ghosts returning to their old haunt (arf!).

Progression is based on how many spooks you've nabbed and locked doors will tell you how many ghosts you need before you can enter.

It's a well-designed game and avoids being too sprawling by keeping you restricted to a room or two at a time. There's usually something unexpected in each area – a couple of early favourites are being dropped onto a giant pool table and guiding the malicious paranormal pool player into potting all the balls, and creating a levitating walkway out of flying books. The whole playful-ghost feel of the game is enlivened no end by an excellent style. While this is not in the least bit scary, the cobwebbed mansion is wonderfully presented and hugely atmospheric. However, despite all these welcome touches of eerie oddness, the game soon settles into a routine rut as you have to do pretty much the same thing in every room. And frankly 999 ghosts is an awful lot to catch – and believe us, once you've got them all you'll never want to touch the game again. Ever. But, for a family spook fest, this is surprisingly entertaining fare; which, according to reviews from across the pond, is more than can be said for the film. **Jes Bickham**

- *The Haunted Mansion is on shop shelves now.*

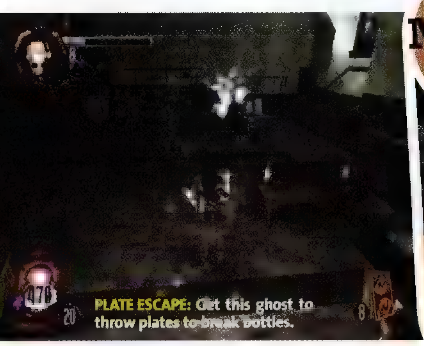


PLATE ESCAPE: Get this ghost to throw plates to break bottles.

THE MON£Y SHOT

There are some excellent monsters and spooks in the game and stumbling across one is always good for a laugh. Or quizzical stare at any rate.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Some entertainingly spooky set-pieces. – Repetitive game mechanics.	+ Great environments full of cobwebs and dust. – Too cartoony to be really eerie.	+ Great music in some places. – American voices can be very irritating.

LIFESPAN

It'll take a while to get all the ghosts, but you'll never, ever want to play it again afterwards

MINUTES YEARS

IT'S BETTER THAN...
CASPER: SPIRIT DIMENSIONS

IT'S WORSE THAN...
GHOSTHUNTER

An often-engrossing cartoon romp through a haunted mansion. It can get repetitive, but will sometimes surprise with some entertaining set-pieces.

70

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PlayStation®2

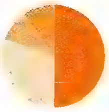
INFOSTRIP

DETAILS

Developer: Sony
Publishers: Sony
Players: 1
Memory Save: 166kb
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 SPIRITS

- Vodka
- Rum
- Whisky
- Sherry
- Casper the friendly ghost



GAMEPIE

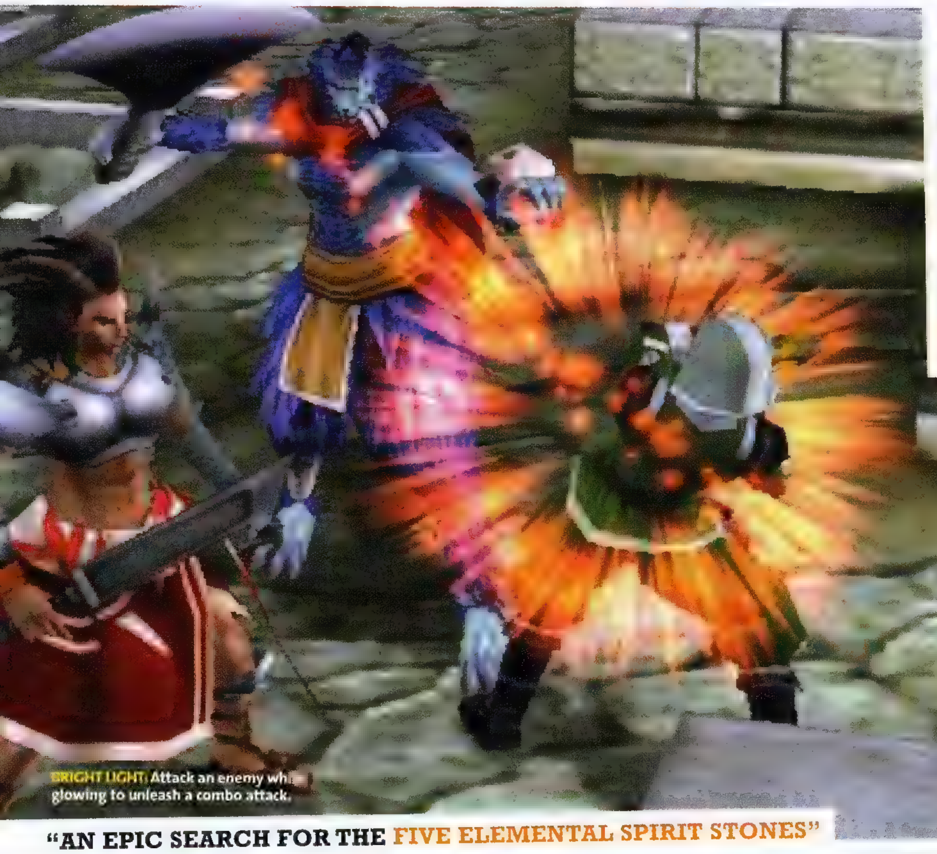
50% Tactical battles
30% Monsters
10% Spirits
10% Horns

GAMEFAX

RPG
Sequel
Jap curio
Goblins

TRIVBURST

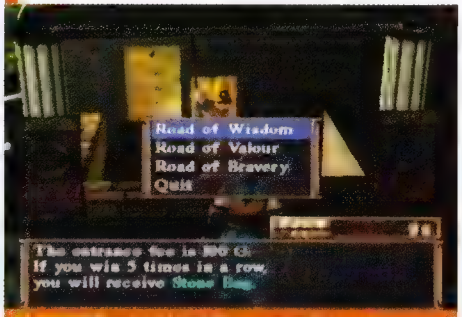
- The previous *Arc* games were released on PSone.
- This is the fourth *Arc* game in the *Arc The Lad* series.
- But it's the first game to actually reach the UK.



BRIGHT LIGHT: Attack an enemy while glowing to unleash a combo attack.

FIGHT CLUB

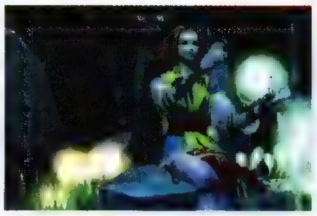
If the main quest is becoming a little tedious, why not drop by into one of the arenas? Each battle requires an entry fee and rules usually involve winning a certain number of fights before a prize is awarded. Although optional, some of the items on offer can prove very handy in your quest for the Spirit Stones.



Road of Wisdom
Road of Valour
Road of Bravery
Quit

The entrance fee is [illegible] G.
If you win 5 times in a row,
you will receive Stone Bag.

[illegible] although it helps if you have enough money to cough up. [illegible]



"AN EPIC SEARCH FOR THE FIVE ELEMENTAL SPIRIT STONES"

ARC: TWILIGHT OF THE SPIRITS

The latest adventure takes place 1000 years in the future. Any chance of sending back those lottery numbers?

LIGHT AND DARC: Angry Darc prepares for battle while chubby green blob tries to look scary. Nice pants.

If you're wondering what this game is about the chances are you're not alone. *Arc: Twilight of the Spirits* is actually the fourth game in the long running *Arc the Lad* series, tactical RPGs that surfaced on PSone, but failed to actually reach European shores. The Lad has been removed 'cos it sounds stupid. Still, at least this game did receive the UK treatment and it isn't bad at all, even though there's nothing here that we haven't seen before.

Arc takes place from the perspective of two heroes – Darc the half-human half-Deimos character is out to eliminate the human race, while Kharg wants to destroy the Deimos species, both of whom are seeking out the five Spirit Stones (Earth, Water, Fire, Wind and Light). The linear structure of the game means that there is very little exploration, but as a result the plot is tightly woven together with intriguing cutscenes. It's not particularly original, but there's more than a fair share of twists to keep players interested.

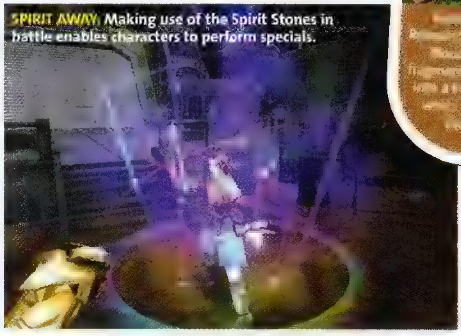
The battle system itself is fairly enjoyable fare due to it being quite strategic and unlike other games. Each character only ever uses one weapon which can be customised with different parts and accessories. Spirit Stones are the main source of your special abilities (the equivalent of MP), but these have to be bought or collected to recharge. And for those who hate random encounters with a passion, they only ever take place on the world map, leaving players free to wander the towns without the dreaded whirly-screened battle sequence.

Yet although the game itself is decent enough with some interesting characters, nice music and a reasonable storyline, there's very little here that makes it stand out in a crowded genre. With only a couple of side quests and the arena fights as added extras to the main course, it's unlikely you would want to revisit for a second helping. With *Dark Chronicle*, *FFX* and *Wild Arms* all competing for pride of place on your console, it's difficult to recommend this over anything else unless you are really dedicated to all things role-playing. One for the bargain bin perhaps? **Kim Wild**

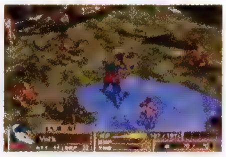
- *Arc will spirit away onto shelves this February.*

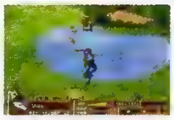
THE MONEY SHOT

[illegible]



SPIRIT AWAY: Making use of the Spirit Stones in battle enables characters to perform specials.





PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Enjoyable tactical battles. – Nothing that hasn't been done before.	+ Interesting character design. – Battle sequences are a bit bland these days.	+ Atmospheric cutscenes. – Irritating music and shamefully sub-standard voiceovers in places.

LIFESPAN

There is at least 30 solid hours of adventuring in here,but zero replayability value. Once is defintely enough for anyone.

MINUTES YEARS

IT'S BETTER THAN...
LEGAIA 2: DUEL SAGA

IT'S WORSE THAN...
DARK CHRONICLE

A reasonably enjoyable, if unoriginal, game that will appeal to the hardcore RPG fraternity. You'll reach for another game rather than play it again however.

68

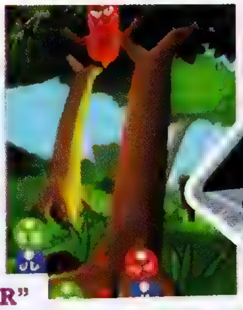
INFOSTRIP

DETAILS

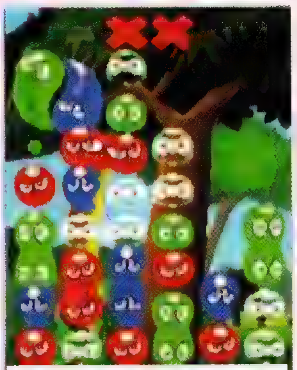
Developer: Sonic Team
Publisher: Sega
Players: 1-2
Memory Save: 173K
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEFAX

Addictive
Strategy
Funny
Budget


DAYGLO MARADONA: Lay the foundations and trigger Fever mode.

PSM SILVER AWARD

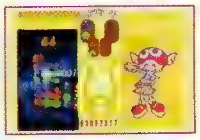

THE WALLS HAVE EYES: Remember to try leaving the blobs in groups of threes.

"A LIFE-EATING, OBSESSIVE PUZZLER"

PUYO POP FEVER

Sickly colours, furious competition and a girl searching for a big wand...

CANDY GIRL: Not just for girls, honest. Are you macho enough to give it a try?



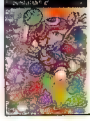
Once you pop, you can't stop. Believe us. Take a chance on this. *Puyo Puyo* (the game this edition is based on) is second only to *Tetris* in the puzzle game stakes. Sure, it's vibrant and jolly, has a naff narrative linking the levels together and looks like the grizzly aftermath of a pre-school candy binge, but we say again: take a chance on this, you won't regret it.

The concept is as simple, but deep, like *Tetris*. Coloured blobs fall from the top of the screen and you must link four of the same hue together to make them disappear. Do this and your screen will remain neat and tidy. But this is not the aim of the game. The aim is to destroy your opponent. To do this – and this is the clever bit – you must cause as many chain reactions between your colours as possible. This means you have to place blobs in such a way that they lay dormant (usually in groups of threes) ready for one colour to trigger off the whole shooting match. In Fever mode things get even more frenzied as you have little time to make the right decision.

Puyo Pop Fever is as perfect a calibrated example of a risk/reward dynamic as you're likely to find. You'll sweat as your screen fills up, but get the right piece at the right time and you can send all your blocks flying over to your enemy. In single player it's huge fun, but play it against a human opponent and there'll be more laughter than an extended edition of Denis Norden's Laughter File. And that's a lot of laughter. **Mark Walbank**

■ *Get addicted to Puyo Pop Fever on February 27.*

PSM VERDICT



Poyu Pop Fever successfully extends the lifespan of an enduring classic with extra modes and missions. And at just £20 it's surely worth a punt.

85

INFOSTRIP

DETAILS

Developer: Koei
Publisher: Koei
Players: 1-2
Memory Save: 150Kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

GAMEFAX

Violent
Budget
Sequel
Jap Curio

KILL BILL: Or kill hordes of enemy soldiers at the very least.

PSM BRONZE AWARD

UNLEASH THE SWORD: It's you against an army. Unfair, you might think, but you're hard as nails.

"MORE POINTY STICKS AND MEN IN ORNATE UNIFORMS"

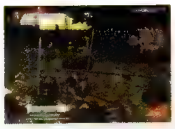
DYNASTY WARRIORS 4: XTREME LEGENDS

It's one man against entire feudal Japanese armies – again.

This is a little bit brain-tenderising. *Dynasty Warriors 4: Xtreme Legends* is an expansion disc for *Dynasty Warriors 4*, but you don't need that game to play it. Confused? You bet. What it boils down to is that this offers a bunch of new game modes that you can import your *DW4* character into and by the same token allows you to take your *Xtreme Legends* characters and stick 'em into *DW4*. And why would you want to do that? Because there's new arse-slicing level 11 weapons to get and a fair whack of new items too. Sexy, eh? *Real* sexy.

As for the new modes – Xtreme mode conjures up randomly-generated skirmishes, Legend mode presents you with a scenario for each of the 42 characters in the game and Arena Challenge basically offers one-on-one duels. Exciting? To some people, maybe. A very specific group of people, in fact.

If *Dynasty Warriors'* blend of massed combat and one-man-against-hordes-of-enemies is your idea of heaven (and it is in Japan, where it's immensely popular) then this is obviously something of a desirable purchase and significantly adds to the *Dynasty Warriors* experience. But we can't honestly recommend it to *Dynasty Warriors* newbies, even at the knock-down price of £24.99. The fact that it's reasonably cheap and can be played as a stand alone game works in its favour, but it's not the friendliest title and is in serious need of an overhaul.



You see it's still running off the ageing original *Dynasty Warriors'* engine, it's packed full of fogging and simply looks like a first-generation PS2 game. It's long past time that the series had a serious overhaul and fresh start – and until that happens you'll find your wallet has more compelling reasons to empty itself elsewhere. **Jes Bickham**

■ *Dynasty Warriors 4: Xtreme Legends is unsheathing it's gleaming blade in shops now.*

PSM VERDICT

A curious halfway house that isn't going to create any new converts to the series, but it's a worthy purchase for *Dynasty Warriors* diehards.

70

INFOSTRIP

DETAILS

Developer: Incog
Publisher: Codemasters
Players: 1-4
Memory Save: 275kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEDIGIT

2 The number of other PS2 games developed by Incog Entertainment. They were *Twisted Metal: Black* and *War of the Monsters*

TOP 5 DOWNHILLERS

- Nicolas Vouillois
- Greg Minnarre
- Steve Peat
- Missy Giove
- Jason McRoy

GAMEFAX

Extreme Sport
Multitap
Addictive
Easy

TRIVBURST

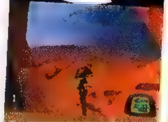
- 9 huge mountain environments.
- 14 different upgradeable riders.
- 3 race styles: Freeride, Mountain Cross and Technical Downhill.

PSM2
SILVER AWARD
KICKER

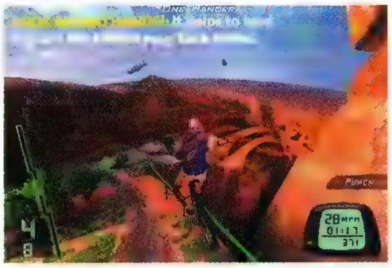
HAWAIIAN GREEN: Race from the top of active volcanoes down to the shores of the Pacific Ocean.

UTAH FAINTS: A well executed Bar Kneel above the alien rock [illegible]

THE MONEY SHOT


Screaming through the Utah cave systems and then suddenly bursting through this hole in the side of the mountain. Ah... [illegible]

CRASHING OUT: He won't be getting up from that one in a hurry...


[illegible]

"SHEER NERVE-JANGLING, FACE-RIPPLING, EYEBALL-POPPING SPEED"

DOWNHILL DOMINATION

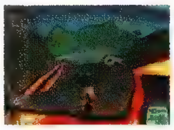
Don't mind the odd broken bone? Peddle right this way...

What do all good extreme sport games have in common? Speed, of course. But specifically: speed gained from gravity. And *Downhill Domination* scores big-time here as it's one of the fastest games around. In fact, barreling down desert canyons is so blisteringly fast that the first time you play it you have to rewire your brain to 'split second timing' mode.

Not only must you adjust to the frantic pace of the sport of mountain biking. You must also deal with obstacles that will end your run in a screech of twisted metal – from your basic immovable objects like trees and rocks, through to random hikers, kayakers and vicious wild animals.

Well-timed bunny hopping is crucial to successful racing, as is deciding when to peddle steadily or sprint like a madman. Sprint energy is represented by a green bar that slowly refills as your rider recovers – so it pays to save some sprint power for critical points in the race. More technical sections require the negotiation of switchback turns and narrow trails dodging tree trunks. These realistic sections offer welcome variation from the full speed downhill runs where you're just looking to bust the sickest air of the largest cliff.

Yes, what would an extreme sport game be without a range of acrobatic and frankly impossible tricks? Conveniently ignoring the fact that mountain bikes aren't as agile as BMXs for tricks, *Downhill Domination* offers everything from Bar Kneels to Heel Clickers and Supermans. You can also "superstyle" a trick – a bit like supersizing your burger combo – by pressing Ⓐ.



What's impressive about *Downhill Domination* are the size of the runs. Even moving at such a supersonic speed, many courses take around five minutes to complete. The variation of terrain is superb and the interactive scenery elements are great. Utah offers many twisting routes through underground. Japan lets you scare bathers out of out door thermal pools. And Russia sees you hopping perilously between slabs of floating ice. But the thing that will have you coming back again and again is the sheer nerve-jangling, face-rippling, eyeball-popping speed. **Jorin Sievers**

■ *Downhill Domination is rolling out in February.*

BATTLING THE GREAT OUTDOORS

It's not all mountain air and peaceful views in *Downhill Domination*. Oh no. Terminally angry mountain goats run downhill like dusty freight trains and will rear violently sideways and head butt you off your bike. Ouch. Then there are the psycho polar bears in the Russian level and stampedes of startled cattle to avoid in Utah.

OH DEER: Don't get too close to these beasts or you'll meet their antlers.

PEDDLE VS PADDLE: Waterfalls and rivers are occupied by insane kayakers.

RUNNING WITH THE BULLS: Give these animals a wide berth or eat hoof.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Airtime thrills and technical skills. – Getting stuck behind scenery is frustrating.	+ Faster than lightning, even with four players. – Bloody hot air balloons with eBay ads on 'em.	+ Music from The Black Eyed Peas to Slipknot. – Rider comments are cheesy and painful.

LIFESPAN

You'll complete the game in a few days, but with the option of four-player Multitap you'll play it again and again.

MINUTES YEARS

IT'S BETTER THAN...
NO FEAR MOUNTAIN BIKING

IT'S WORSE THAN...
THUG

PlayStation 2
Downhill Domination

Captures the seat-of-your-pants nature of mountain biking brilliantly, with the emphasis rightly being on tremendous speed. Best bike game on PS2.

80

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CHA CHA SLIDE - dj casper	113506	AIR HOSTESS - busted	113414
IF I CANT - 50 cent	112601	OBVIOUS - westlife	113428
BREATHE DON'T STOP - mr on	113489	SHOW ME YOUR SOUL - p diddy &..	113395
SOMEBODY TO LOVE - boogie pimps	113359	RED BLOODED WOMAN - kylie minogue	113411
SHUT UP - the black eyed peas	113123	ME AND MY MONKEY - robbie williams	113443
HEY YA - outkast	113176	YOUR GAME - will young	113444
I'M STILL IN LOVE WITH YOU - sean paul	113410	STILL ON MY BRAIN - justin timberlake	113366
STUNT 101 - g-unit	113252	HEY MAMA - the black eyed peas	113460
GOD IS A DJ - pink	113283	ANXIETY - the black eyed peas	113448
BABY I LOVE U - jennifer lopez	113353	THANK YOU - jamelia	113455
IT TAKES SCOOP - fatman scoop	113302	FEELING WAY TOO DAMN GOOD - nickelback	113500
TOXIC - britney spears	113435	CRY - alex parks	113447
TAKE ME TO THE CLOUDS ABOVE - lmc vs u2	113456	LOVE IS ONLY A FEELING - the darkness	113516
HERE 4 ONE - blazin squad	113420	YOU FREAK ME OUT - girls aloud	113520
PREDICTABLE - delta goodrem	113352	SHAKE YOUR COCONUTS - junior senior	113522

CHART

MANDY - westlife	[illegible]
LEAVE RIGHT NOW - will young	113195
LET YOUR HEAD GO - v beckham	113388
I'M LOVING IT - justin timberlake	113280
WHO'S DAVID - busted	113465
SHE BELIEVES IN ME - ronan keating	113467
EVERYBODY CRIES - liberty x	113331
LADIES NIGHT - atomic kitten	113229
I WONT CHANGE YOU - s ellis bextor	113358
NAKED - avril lavigne	113340
JUMP - girls aloud	113163
ALL I WANNA DO - amy studt	113412
SUPERSTAR - jamelia	113055
CRASHED THE WEDDING - busted	113151
ALL THIS TIME - michelle mcmanus	113437
TRUCK ON - simple kid	113490

R'N'B

WHERE IS THE LOVE - black eyed peas	112890
CRASHIN A PARTY - lumidee ft. n.o.r.e	113281
BABY BOY - beyonce ft. sean paul	112933
BREATHE - blu cantrell ft. sean paul	112521
5050 - lemar	[illegible]
ALL I HAVE - jennifer lopez ft. ll cool j	112359
IGNITION - r kelly	112588
THOIA THONG - r kelly	[illegible]
FRONTIN - pharrell williams ft. jay z	112055
TURNTABLE - tlc	[illegible]
I BELIEVE I CAN FLY - r kelly	113060
NEVER LEAVE YOU - lumidee	112774
GIFT FROM VIRGO - beyonce	113441

DANCE

ROCK YOUR BODY ROCK - f. carsten	113417
PRETTY GREEN EYES - ultrabeat	112877
GIVE IT AWAY - deepest blue	113454
FLY ON THE WINGS OF LOVE - xtm	112705
GOT YOUR NUMBER - (118 AD) - [illegible]	113390
MUNDAYA - tim deluxe	113493
SO CONFUSED - 2 play	113469
[illegible] FAITHFUL - fatman scoop	113086
INTO THE NIGHT - love inc	113380
COMPLETE - jaimeson	112849
I SEE GIRLS - studio b feat romeo	113273
SUMMER JAM - ud project vs sunclub	113104
BOYS OF SUMMER - dj sammy	112387

ROCK

I BELIEVE IN A THING.. - the darkness	112972
THE UNNAMED FEELING - metallica	113466
SWEET CHILD O MINE - guns & roses	111258
BAT OUT OF HELL - meatloaf	111286

ESSENTIAL

IN DA CLUB - 50 cent	112440
CRAZY IN LOVE - beyonce knowles	112707
SATISFACTION - benny benassi	112751
HEAVEN - dj sammy	112229
DILEMMA - nelly feat. kelly rowland	112221
LOSE YOURSELF - eminem	112289
IGNITION - REMIX - r kelly	112642
YOU'RE A SUPERSTAR - love inc	112329
MOVE YOUR FEET - junior senior	112441
YEAR 3000 - busted	112344
SMOOTH CRIMINAL - alien ant farm	111377
CAN'T GET YOU OUT OF MY ... - kylie	111388
THE LOGICAL SONG - scooter	111965
CASTLES IN THE SKY - ian van dahl	111270
LITTLE LESS CONVERSATION - elvis	111957
BECAUSE I GOT HIGH - afroman	111454
GOTTA GET THRU... - d bedingfield	111545
[illegible]	[illegible]

HIP HOP

P.I.M.P - 50 cent	112599
X GONNA GIVE IT TO YA - dmx	112617
21 QUESTIONS - 50 cent ft. n dogg	112582
SLOW JAMZ - twista ft. kanye west...	113427
REIGNS - ja rule	112679
FORGET ABOUT DRE - dr dre	111138
BEAUTIFUL - snoop dogg	112511
8 MILE - eminem	112376
GOT SOME TEETH - obie trice	113041
INTO YOU - fabolous	112916
RIGHT THURR - chingy	112868
MILKSHAKE - kelis	112985
BUSINESS - eminem	[illegible]
SHAKE YA [illegible] - nelly, p diddy...	[illegible]

1 CALL GETS 3 RINGTONES

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NIGHTMARE - *Brainbug*	CALIFORNIA LOVE - *Dr Dre & Tupac*	THE GREAT ESCAPE
HIGHER STATE - *Josh Wink*	REGULATE - *Nate Dogg and Warren G*	WE ARE THE CHAMPIONS
TIME TO BURN - *Storm*	GANGSTAS PARADISE - *Coolio*	EAT MY GOAL
EMINEM HITS - [illegible]	**SOFT ROCK HITS - [illegible]**	**CHILI PEPPERS - [illegible]**
CLEANING OUT MY CLOSET	FINAL COUNTDOWN - *EUROPE*	BY THE WAY
SUPERMAN	LIVING ON A PRAYER - *BON JOVI*	UNDER THE BRIDGE
STAN	EYE OF THE TIGER - *SURVIVOR*	CALIFORNICATION

THEMES

THE SIMPSONS	111132
ONLY FOOLS AND HORSES	111369
PHOENIX NIGHTS	[illegible]
MISSION IMPOSSIBLE	[illegible]
DIAMONDS ARE FOREVER - [illegible]	[illegible]
EXORCIST	[illegible]
ROCKY - [illegible]	[illegible]
ROCKY	[illegible]
AXEL F - beverley hills cop	[illegible]
FAWLTY TOWERS	111448
SEX AND THE CITY	111673
JAMES BOND	111119
THE A TEAM	111115
GOOD BAD AND THE UGLY	111181
MUPPETS	[illegible]
DIRTY DANCING	[illegible]
HARRY POTTER	[illegible]
JACKASS	[illegible]
[illegible]	[illegible]

URBAN

AIN'T WHAT YOU DO - big brovaz	113251
SO GRIMY - so solid crew	113357
FAVOURITE THINGS - big brovaz	112560
BABY BOY - big brovaz	112959
FIX UP LOOK SHARP - dizzee rascal	112937
JUS A RASCAL - dizzee rascal	113220
BROKEN SILENCE - so solid crew	112969
I LUV YOU - dizzee rascal	112826

RUGBY

SWING LOW SWEET CHARIOT	[illegible]
FLOWER OF SCOTLAND - [illegible]	113113
LAND OF MY FATHERS	113110
IRELANDS CALL - [illegible]	113112
WORLD IN UNION	113107
THE HAKA	[illegible]

REGGAE

TURN ME ON - kevin lyttle	[illegible]
ANYTHING GOES - [illegible]	[illegible]
LIKE GLUE - sean paul	112785
GET BUSY - sean paul	112634
NO WOMAN NO CRY - bob marley	111331

NU METAL

HIT THAT - the offspring	[illegible]
NUMB - linkin park	112986
MY IMMORTAL - evanescence	113277
BRING ME TO LIFE - evanescence	[illegible]
FEELING THIS - blink 182	[illegible]

FOOTBALL

YOU'LL NEVER WALK ALONE	111351
SOCCER AM CATWALK - [illegible]	112558
MATCH OF THE DAY	111128
ARE YOU READY FOR LOVE - e john	[illegible]
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INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 43kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

"WE'RE SCARED THAT OVER-AMBITION MAY CRUMBLE ITS CORE MECHANICS"

PSM2#44

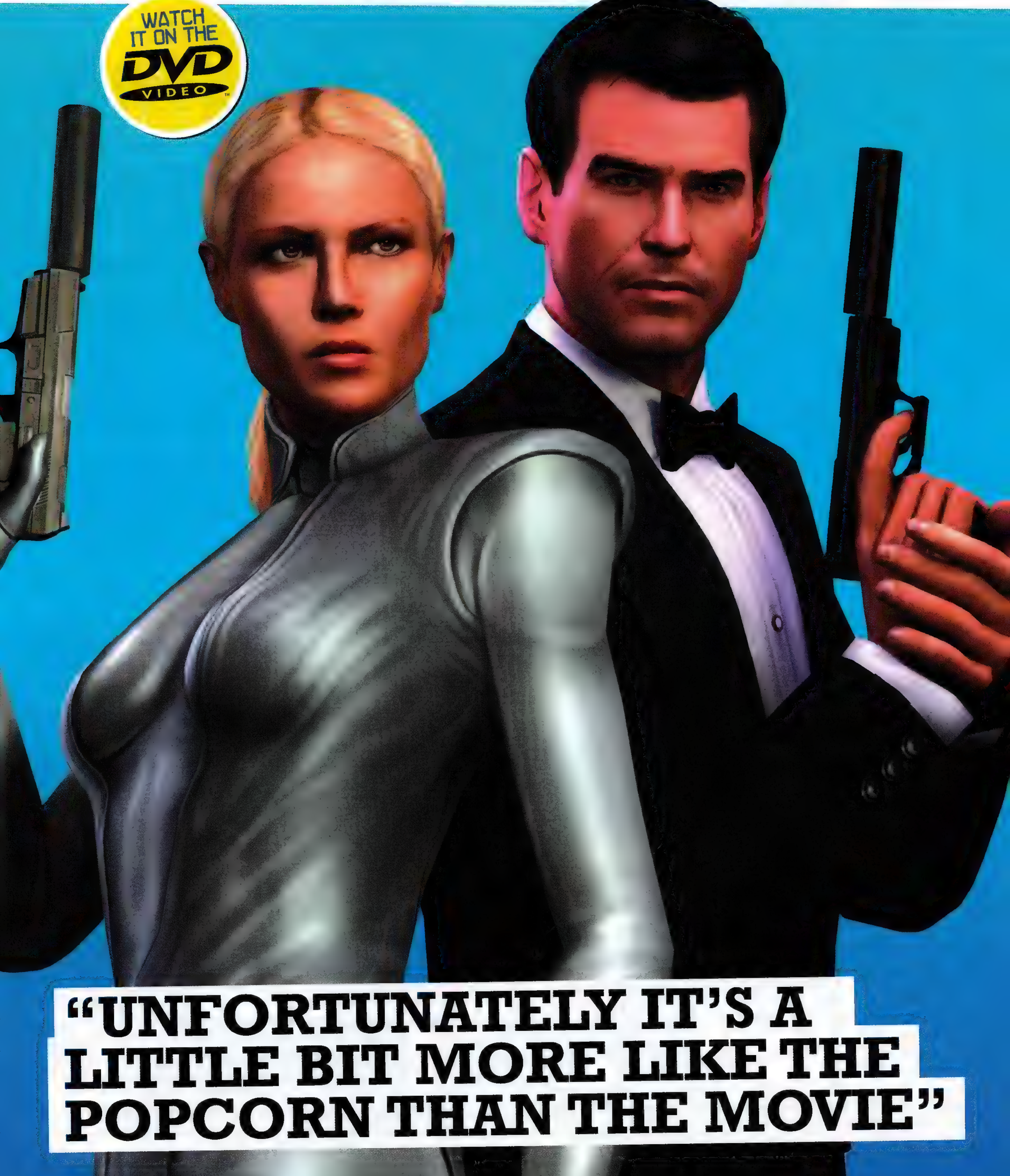
GAMEFAX

Action adventure
Driving
Saucy
Film tie-in

TRIVBURST

- Bond, Q, M and Jaws all voiced by the actors.
- Also includes the talents of Heidi Klum, Shannon Elizabeth, Willem Dafoe and Mya Harrison.
- 11 Multiplayer levels.

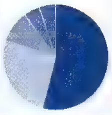
WATCH IT ON THE DVD VIDEO



"UNFORTUNATELY IT'S A LITTLE BIT MORE LIKE THE POPCORN THAN THE MOVIE"

TOP 5 GADGETS

- Digital porn cameras
- Porn-taking phones
- Porn delivering internet
- Soda Streams
- Brevilles



GAMEPIE

54%	Shooting wildly.
26%	Driving things.
10%	Hanging from string.
5%	Hating helicopter controls.
5%	Being smug.

PUBTALK

The smart arse thing to say down the boozer.

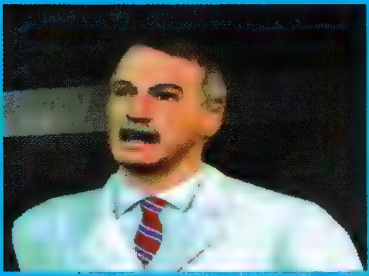
"Of course Ian Fleming didn't just write the Bond books y'know. He wrote Chitty Chitty Bang Bang too. No shit."

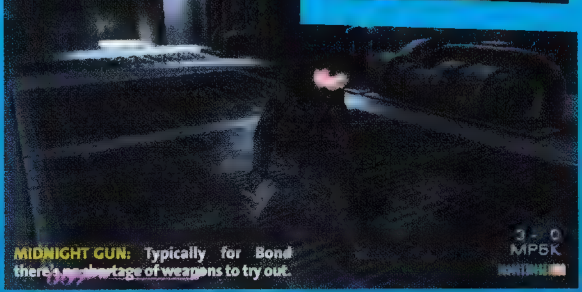
"SOME BOND THINGS NEVER CHANGE, BUT THE GAMING FORMULA ISN'T ONE OF THEM"

JAMES BOND 007: EVERYTHING OR NOTHING

PSM2 BRONZE AWARD

The most ambitious Bond yet feels the sting of the PSM2 review laser. Though our bullets can go through toughened steel, they can't Pierce Brosnan...





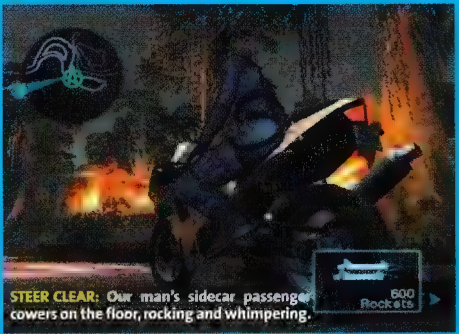
MIDNIGHT GUN: Typically for Bond there's no shortage of weapons to try out.

Oh God, EA have gone all Zen. Obviously it's taken advice from some kind of Yogic flyer hovering nearby, perhaps over the swan-encrusted pond bounding their glass-fronted techno-lair near Heathrow. Obviously. In a nearby tower, the shadowy eye sockets of air traffic controllers deepen as they lean closer to their radars. In a distant bunker, faceless secret service men squeeze greasy, standard-issue plastic headphones to their ears, straining through the static to catch the Yogi's words. "To be more like Bond," he intones, a small fart rippling the water beneath him, "first you must SEE Bond!". The air traffic controllers, the secret service men, the people of EA; they say, "Huh?". Obviously.

So what is it James Bond has never done in 20 films? Changed the formula. But that's exactly what Electronic Arts have done here and in doing so have managed to create the most authentic double of double-oh-seven yet. Oh, the bittersweet irony! Let's all have a lie down.

After persevering with the first-person view for some time (*Agent Under Fire, Nightfire*), only to repeatedly and tragically dumb it down for its target audience, we can only clap politely. That's not to say *Everything or Nothing* has emerged as some kind of hardcore pad-trasher, though; it's still something of a soft touch. But the change to third person, with little Jamie firmly centre screen, has opened up the scope for a whole load of impressive new secret agentery-ing. Agentizing. Agent... Whatever.

For a start, you can actually SEE Bond in his context now and watch as he hides from roaming guards. Many games offer the back- ►



STEER CLEAR: Our man's sidecar passenger cowers on the floor, rocking and whimpering.

DB-OUS: The Aston looks and sounds great. And it drives... OK.

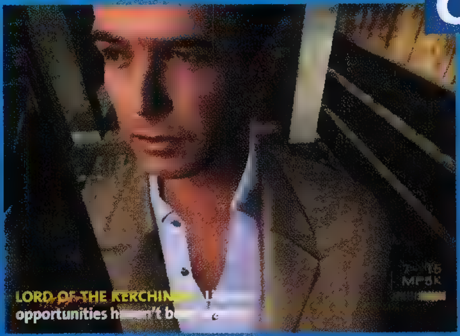
"YOU CAN ACTUALLY SEE BOND IN HIS CONTEXT NOW"

BOND... SENSES... TINGLING!

We were worried about Matrix-esque 'bullet time' crap here (spare us!), but everybody relax. Dabbing at the D-pad blues the screen and slows time to a crawl, giving you the breathing space to select any weapon or gadget. It also signposts any relevant item – a guard, a usable object, something that must be destroyed, a rappelling point – with red circles. Very useful if you become stuck, though beware – it works through walls too, so you can't necessarily reach everything.

BLUE US AWAY: Prod girlishly at the D-pad and targets are highlighted. Useful.

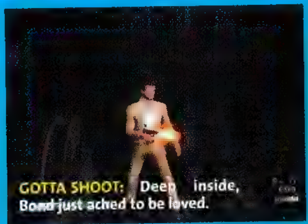
IT'S BEHIND YOU: It'll even display points and objectives you need to find.



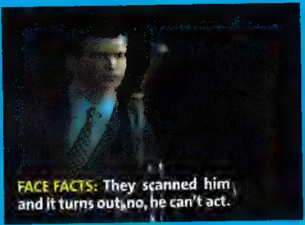
LORD OF THE KERCHIN[illegible] opportunities h[illegible]'t b[illegible]

DROWN IN BROWN: These dull canyon sections are the weakest.

UMB WILD: The fighting is for the most part believable but the game so wants to please it does most of the cool bits for you.



GOTTA SHOOT: Deep inside, Bond just ached to be loved.



FACE FACTS: They scanned him and it turns out, no, he can't act.

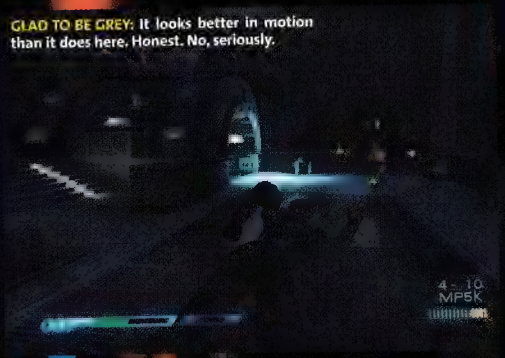
► to-the-wall, pop-out-and-fire move, but here it's actually pretty useful. Enemies take cover behind mounds of boxes and crates, but also advance at quite a pace. This stops you getting bogged down in a stand off, but also makes them easy to kill. Often you can wait for them to walk round the corner and then mow them down.

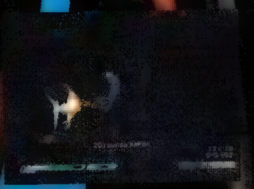
When things are going well, Bond just shatters an enemy's teeth with his rifle butt as soon as they get within reach. You just keep pressing fire – but not if the camera's swinging like a 50-something couple from Norfolk and you can't keep them in view. You're given control on the right stick, which is fine (so long as you don't want to reverse the left-right axis), but getting close to walls knocks it around. Stroll into a corner and you're not going to be looking where you want. The rest of the time killing is easy (while there are bullets and murders and death there's no blood, kids, and that's what matters) thanks to the unerring auto-target of L1. It's even possible to target fully hidden guards, finely adjusting the laser sight with the right stick to burst their heads when they pop out. Fun in a fast-food kind of way, but perhaps a little too simplistic and unsatisfying for wiser gamers.

Most of the levels are easy to navigate and objectives such as switches are rarely far from the things they affect, so the frequent 'hints' can grate. Actually, they're not hints. For instance, having a heavily armed man rappel down a vertical mineshaft in front of you is a hint. It will occur that you could use this route yourself. Having John Cleese then announce that you should look up and, hey, here's a perfect place to use your rappelling gadget, is just insulting. We're aware the 'MTV generation' is supposed to have an incredibly short attention span, but... look, a red Porsche!

Oh hang on, it's a Porsche Cayenne. Forget about it. It's a stupidly, pointlessly fast soft-roader only millionaires' wives will ever drive, or ever want to drive. And even then only in endless creeping lines through Ascot while their lactose-intolerant kids press cash-softened faces to its electrically child-locked windows, sucking two-pound coins for nourishment and lasering pedestrians in the eyes. Did somebody say

GLAD TO BE GREY: It looks better in motion than it does here. Honest. No, seriously.





DOPE ON A ROPE

At first you're wary of the edge near such a big drop, but go on, jump. It's worth it. Bond curls himself up into a skydiving x-shape and throws out his rappelling cord. Fortunately it works every time, even leaving him hands-free to deal with fires, rockets, gunfire, falling debris... as you do...

FEELING JUMPY: Mere gravity is no match for James and his uber-thread.

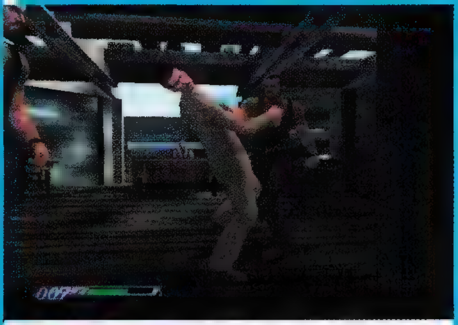
BLOODY WINDOW CLEANERS: It's not just a simple case of abseiling, either...

WINDOW OF OPPORTUNITY: Armour may be plentiful, but it still pays to use cover.

JAWS FOR CELEBRATION: Yes, he's back. He may not be the big boss but your battles with Jaws a guaranteed to raise a (metal) smile.

PULVERISED BUT NOT STIRRED

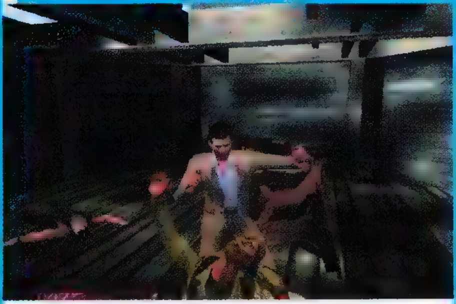
Bond seems unwilling to just shoot the unarmed. Pounding away somewhat randomly reveals all kind of context-sensitive moves, rather flattering the player.



FIST OF FUN: Careful here: that man behind the table isn't a judge, he's armed. You should really take him out first.

LEDGE-END: Kick enemies off high drops for big giggles.

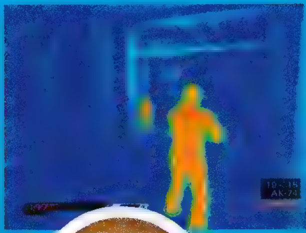
CHIN UP: Disarming guards is just sooo Bond.



OUCH: Will the lack of red liquid mean the otherwise uncompromising violence is overlooked? Yes. It's a strange world.

"IT'S NEITHER ENTIRELY MEMORABLE NOR FORGETTABLE"

'product placement?' You cynic. Far more entertaining is the latest Aston, imbued with a healthy exhaust snarl and far more of the essence of Bond than his last five movie cars put together. The driving sections, as with the rest of the game, now offer more than one option at many of their turns. Often this is welcome, like when you can pass up the Cayenne and choose a motorcycle instead, but this apparent freedom too often has to be curtailed in unwelcome ways. Getting out of the Aston to answer a pay phone in a park, for instance, is impressively evocative of the *GTA* games – until you find invisible barriers block everything but the most direct route. Boo. The choices you make rarely have much of an impact either, though when on foot there are often sneakier ways of killing opponents, such as shooting gas canisters or switching on some steam, than just blundering in. Though hackneyed on paper they're still fun in practice.



Careful, thorough play uncovers many moments like these and often they'll be one of various 'Bond moments' lurking in each level. These aren't always that exciting, though they're usually what you'd expect – such as flying a helicopter through a cave instead of round the cliff – but some of the set pieces really are impressive. The first level, for instance, is called 'A Long Way Down' and it really is. Later you'll dive off a cliff and freefall towards the curiously Lara-like Serena, who's been thrown from a helicopter and you must dodge outcroppings, rockets and gunfire… the fact they feel the need to shoot you as you fall off a cliff is so typically Bond.

But, despite the breadth, despite all the cars, motorcycles, helicopters, stealth, shooting, brawling, gadgetry and costume changes, there's little depth. Some sections look and feel superb, while others are just ropey. Personally, we particularly hated the helicopter due to its idiotic control scheme, while the bikes are like eggs in an American diner – over-easy, slightly runny and surrounded by a potato-like hash. The scenery and frame rate are not at their best during the fast sections.

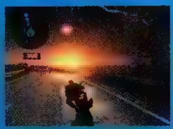
THE MON£Y SHOT

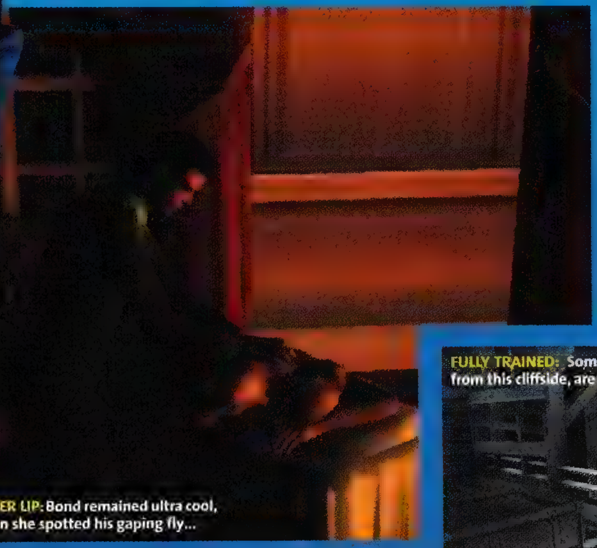
[illegible] the glassy road, the endlessly accelerating techno-beat… and an eyeball-[illegible] 'whumph!' straight into a lorry. Ha! Oops.

So, the final irony, the third nipple on this game's otherwise normal chest? *Everything or Nothing* blows up its typically remedial name by falling halfway between both. It's bright, but won't tax a hangover.

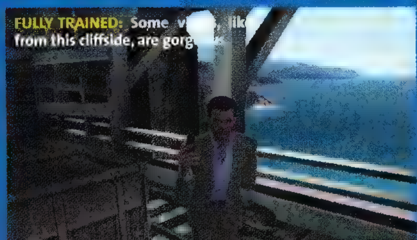
It's neither entirely memorable nor forgettable. It's 'Quite Good In Places And Has That Scene Where That Thing Blows Up, You Know'. Just like the real thing. And you can quote us on that. Obviously. **Daniel Griffiths**

■ Everything or Nothing *is out on February 27.*





STIFF UPPER LIP: Bond remained ultra cool, even when she spotted his gaping fly…



FULLY TRAINED: Some v[illegible], lik[illegible] from this cliffside, are gorg[illegible]

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Varied, high-action fun and cheerful. – Not always great quality. Little depth or challenge.	+ Great character models and some nice views. – Lame death animations and some slowdown.	+ The whole Bond shebang – just like the movies. – Is Brosnan slipping into unconsciousness?

LIFESPAN

Hours of missions, some replay value, lots of variety. However, it's rarely truly involving and some moments are turkeys.

YEARS

IT'S BETTER THAN…
ROGUE OPS

IT'S WORSE THAN…
SPLINTER CELL

Everything or Nothing is dripping with Bondness. It's accessible and youngster-friendly. Unfortunately it's a little bit more like the popcorn than the movie.

7

"CONNERY AND CO DO THEIR BEST TO STINK UP THE SCREEN"

THE LEAGUE OF EXTRAORDINARY GENTLEMEN

Comic superheroes turn film superzeroes in this crappy adaptation...

It's round 345,657 of comic book movie adaptations! And this one's so average you can imagine original graphic novel creator regretting he ever sold the rights. Hope he spent his money doing something worthwhile like helping the poor. Or getting pissed. In paper form, The League Of Extraordinary Gentleman is a classic – a cool, well-plotted premise (Victorian literary characters including adventurer Alan Quatermain and post-Dracula vampire Mina Harker form a superhero group), great characters and Alan Moore's trademark dark wit. On screen, it's a fat, smoking turkey-flavoured mess. The cast, including Shir Shean Connery, are directed as if they're part of the scenery. The special effects range from classy (Aussie actress Peta Wilson's vamp transformations) to utter clag. And the plot? Less compelling than Tomb Raider.

EXTRAS? ORDINARY

The DVD features don't add much to a less-than-enticing package. The main reason to buy this at all is the cast commentary, featuring former Lock, Stock-er Jason Flemyng and fellow cast members Tony Curran and Shane West. The three are jokey and entertaining as they talk about itchy costumes and make-up, while West is loaded up with enthusiasm. Just wish we could work out why. And on the same track, producer Don Murphy is refreshingly honest about what he thinks works and doesn't work. Never has one of those "this track is the opinion of the people involved only" legal lines been more necessary. Elsewhere, it's the expected blend of been-there-watched-that-graphic demonstrations of how they did the CGI and a decent-sized doc which (who'd guess!) skirts over the issue of director/Connery tension...

STARRING
- Sean Connery
Stuart Townsend
Jason Flemyng
Peta Wilson

DIRECTOR
- Stephen Norrington

CERTIFICATE
- 12

PRICE
- £19.99

PSM2 VERDICT

MOVIE	GOOD + BAD	DVD
+ Decent stunts throughout the movie. – Truly awful Hyde effects.	+ Shir Shean hams it up with style. – The plot really is bloody terrible.	+ Decent mix of commentaries. – Lots of dull filler to put up with.

EXTRAS

The disc has some decent info and it's good to see Connery involved, but mostly it's not much above the usual behind-the-scenes guff you get on most DVDs these days.

IT'S BETTER THAN...
FROM HELL

IT'S WORSE THAN...
X-MEN 2

A splits-the-fans flick, even if it is between "sort of OK" and "utter arsesacks". Strong lager would definitely help your enjoyment of this one.

42

RED DWARF
SERIES 4

The Boys from the Dwarf are back.

STARRING
- Craig Charles
- Chris Barrie
- Danny John-Jules

DIRECTOR
- Ed Bye

CERTIFICATE
- 12

PRICE
- £19.99

Series four is regarded by half the fan base as the one where Red Dwarf became really, really good. The previous year had changed the look of the show and now the writers kicked the gag-quotient up to match the fact that the sets no longer looked like grey cardboard. They were made of polystyrene instead...

While some prefer the down 'n' dirty sitcom feel of series one and two, four was at least a long way away from the final two years, also known as the "Pile Of Smeg" era. And this series is stocked with goodness, both in terms of jokes and plots – robot falls for shapechanging blob of goo, one of Lister's curries becomes self-aware, we met a friendly, decent alternate version of champion bastard Rimmer... all your standard BBC comedy plots. Expect them to soon appear on Last Of The Summer Wine.

DWARFED

So the show's good – what about the disc? Thankfully, the Beeb hasn't scrimped on the extras. The Dwarf discs tend to be good value and series four comes with all the usual Red Dwarf quality content – mixed cast commentaries for every episode (which range from hilarious to utterly dull) and a mix of documentaries, outtakes, deleted scenes and other serious goodies.

PSM2 VERDICT

MOVIE	GOOD + BAD	DVD
+ Some of the best gags in the history of Red Dwarf. – BBC Science fiction equals cardboard sets.	+ Some very memorable episodes indeed. – Not quite as great as season three.	+ Great cast commentaries will have you in stitches. – Pointless "lurve" featurette.

EXTRAS

The Beeb does its usual bang-up job on the Dwarf's latest disc. Now if only the rest of their classic comedies and dramas could get this much love...

IT'S BETTER THAN...
DR WHO

IT'S WORSE THAN...
THE FAST SHOW

Back when the BBC actually knew how to do science fiction without making it suck, the Dwarf ruled. And it's still hilarious today. Enjoy...

80

THE ORDER

STARRING
- Heath Ledger
- Shannyn Sossamon

DIRECTOR
- Brian Helgeland

CERTIFICATE
- 15

PRICE
- £15.99

The people who brought us A Knight's Tale had such a laugh working together that they decided to make another film. So off popped writer/director Brian Helgeland and 'Tale stars Heath Ledger, Shannyn Sossamon and Mark Addy to Prague to shoot this demonic "thriller". And, right, they got so totally wasted in the bars at night that this is the result.

Yes! It's a pool of vomit. Or it might as well be. Wasting the usually decent cast, this load of old goat's arse about a rogue priest sucking the sins from people is ruined by hammy acting, shoddy CGI and morbid moralising. Knight's Tale highlight Paul Bettany couldn't join them on this one. He was too busy 'Having A Career'.

35

TEARS OF THE SUN

STARRING
- Bruce Willis
- Monica Bellucci

DIRECTOR
- Anton Fuqua

CERTIFICATE
- 15

PRICE
- £19.99

Mr Bruce Willis takes the chance to get back in action as he goes overseas to prove that America can still cut it as the world's police force. He's a hard-bitten Marine commander, leading his troops into Africa to rescue an aid worker team trapped in the middle of a heated civil war.

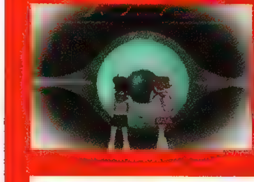
It doesn't hurt that sex-on-a-stick Monica Bellucci is the lead doctor in the aid team. But then Bruce informs her that while she and her team will be getting out, her patients have to stay. Cue tension. Sexy tension? Sadly, not much. It's all so preachy and arse-licky towards American foreign policy that you'll want to burn a McChicken sandwich in protest.

55

トクセンジョウホウトクセンジョウホウ

Films from another space and time

ANIMANIA



►FINAL FANTASY: UNLIMITED

Aside from a character called Cid and, yes, a Chocobo, this is a Final Fantasy unto itself. Young twins Ai and Yu are searching for their missing scientist parents in Wonderland, helped by the gourmet [illegible] and kung fu lass Lisa. This is passable fare, with an over-large cast of characters and an unsatisfying mix of traditional animation and CG effects. For FF fans only.

66

►ZOE: DOLORES, I

Big robot fans will love the mech fights here with a passion and the feminine Dolores makes for an interesting new frame. However this, the final collection of episodes, is wrapped up a bit too conveniently with the bad guys joining up to save the day. Other than that, though, this is a decent end to a thoroughly enjoyable series.

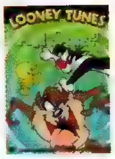
81

►NAJICA BLITZ TACTICS

More than anything else, this features girls' pants and cleavage. A lot of girls' pants and cleavage. Otherwise this is a James Bond-style yarn about a girl who is a perfumier by day and a secret agent by night (we don't make this shit up). Najica can be good frothy fun, but the Benny Hill-style humour does slide it towards adolescent pant-tenting material.

61

ALSO RELEASED



►LOONEY TUNES ALL STARS 2

Released OUT NOW **Cert** U **Price** £12.99

As their latest movie (Back In Action) hits cinemas, discover why Bugs, Daffy and co are still the kings of crazy cartoons. Explosions, cruelty and violence.

72

►X-MEN: WOLVERINE'S STORY

Released OUT NOW **Cert** PG **Price** £15.99

Everyone's favourite mutant gets his story told in cartoon form as this spin-off from the successful animated series delves into the spike-handed growler's past.

67

►25TH HOUR

Released 16th Feb **Cert** 15 **Price** £15.99

Spike Lee in blistering form in this tough New York drama. Ed Norton's a drug dealer about to be jailed as he retraces his steps to see where he went wrong. Brutal.

78

►STARSKY AND HUTCH: SEASON 1

Released 8 March **Cert** 15 **Price** £34.99

Wilson and Stiller are about to play these cops in a comedy movie version (see page 20). Check out the original first, featuring silly hair, cool cars and macho attitudes.

73

COMING SOON

[illegible] AND THEATRICAL VERSIONS
Released 15 March
Price £19.99

MASTER AND COMMANDER
Released 22 March
Price £19.99

BABYLON 5: SEASON 4
Released 29 March
Price £54.99

© The Kobal Collection

"YOUR BEST FRIEND IN THE **GAME-BUYING MINEFIELD**"

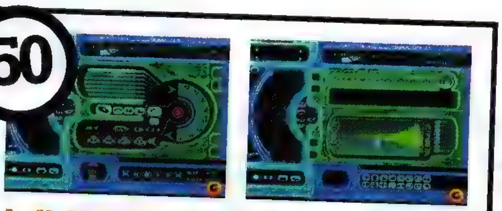
THE BEST 50 PLAYSTATION2 GAMES IN THE WORLD... EVER!

UPDATED MONTHLY!

Welcome to PSM2's favourite ever PS2 games.

RANKINGS EXPLAINED! We start with the game's score (obviously) but have taken into account how often we still play these classics. PES3 is never off our PS2, however it's been a while since we've busted out MGS2... Each month we fight over the rankings and bring you the definitive best games ever list!

50



MUSIC 3000

First of all, we've got to say this isn't for everyone. Despite the relatively straightforward way this title lets you build up your own chart-worthy tunes by moving some coloured blocks about, you'll need to be someone with a lot of spare time to realise its true potential. You'll also need a USB mic to be able to take advantage of *Music*'s impressive sound-conversion feature.

81% PSM2#35

49

TIGER WOODS PGA TOUR 2004

Retaining the brilliant analogue control of the 2003 game, Tiger's latest and greatest is, to all intents and purposes, exactly the same as last year's *but with new stuff*. Exactly what you'd expect. A spookily accurate create-a-golfer feature and a World Tour mode are the most notable differences between the two versions. If you already have *PGA Tour 2003*, we'd probably advise you to stick with that.

81% PSM2#40

48

EYETOY: PLAY

There are plenty of games described as 'just as entertaining for onlookers as the player themself' – this title's where it's actually more entertaining for everyone *but* the sap waving his arms around in front of the TV trying to clean a window or twat tiny men to the floor with his palms. It's a collection of simple mini-games and a tiny TV-top camera and it's an oinkload of fun for mainstream gamers and super-hardcore retro nuts alike.

82% PSM2#38

47

NBA LIVE 2004

The best [illegible] game [illegible] good [illegible] refinements, with [illegible] detailed players [illegible] smooth animation, [illegible] and the chance to change between [illegible] players and [illegible] It's got everything you want.

81% PSM2#35

46

ROCKY

Despite being developed by now defunct Liverpool code chimps Rage, this is a game which doesn't have 'Made in Stinking Britain' stamped all over it. On the contrary, it oozes quality (hell, even Mr T was drafted in to promote it), with some genius touches (crowds throw bottles at you!), brilliant characters (look... Carl Weathers in a hat!) and unique training modes (punch the carcass – go on). A real man's game.

84% PSM2#29

MILF TOP TEN GAMES

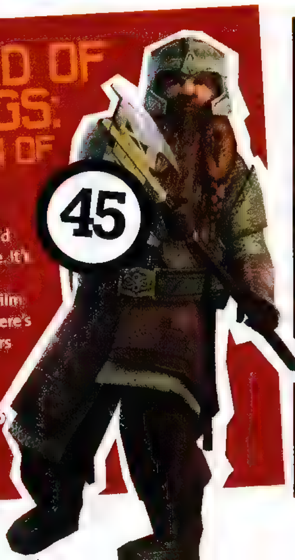
1 GTA:VICE CITY
2 PRO EVOLUTION SOCCER 3
3 GRAN TURISMO 3
4 BURNOUT 2
5 SOUL CALIBUR 2
6 TIME-SPLITTERS 2
7 MANHUNT
8 ICO
9 REZ
10 WWE SMACKDOWN! HERE COMES THE PAIN

45

THE LORD OF THE RINGS: THE RETURN OF THE KING

EA have succeeded in redefining what we should expect from a film license. It's genuinely exciting and immersive. It integrates film and game beautifully. There's plenty of secret characters to unlock and the orcs just keep on coming.

84% PSM2#43



44

WWE SMACKDOWN! HERE COMES THE PAIN

Controversial choice, this. It might feature a gang of sweaty men who 'grease up before entering the ring' [sigh] but it's OTT wrestling at its finest. Flaws have been fixed – small types have trouble hoofing fatties about the place, wrestlers have stats that reflect their real-world counterparts – but it's doubtful if it'll appeal to anyone. For wrestling fans though, this has everything.

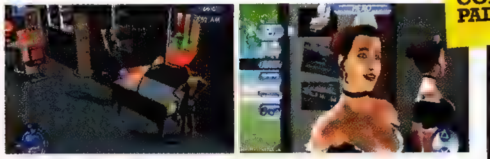
88% PSM2#43

43

THE SIMS: BUSTIN' OUT

Slow-paced and relatively cerebral (when compared to the previous three meatheads in our listing), *The Sims* turned washing up and making the bed into primetime entertainment. This funkier, looser sequel sees your Sim leaving the house earning a living (and about time too). Tedious and yet, strangely, utterly compelling.

79% PSM2#44



42

NBA STREET VOL 2

All those fully licensed EA sports sims a little too stuffy for you? Invite yourself to a supremely entertaining, 'pick up 'n' play' dose of backlot B-ball courtesy of EA Big (the guys that reinvented snowboarding games with *SSX*). You'll wonder why no-one's fused three-on-three arcade basketball with *SSX*'s trick system before. Honestly, it's much better than it sounds.

85% PSM2#35

41

JAMES BOND 007 IN... AGENT UNDER FIRE

It might not have Brosnan's walnut-face or rusky-husky voice, but EA's first stab at Bond on PS2 presses almost all the right buttons. Splitting the game neatly into both FPS and driving sections, it cheekily borrows ideas from *Metal Gear Solid 2*, *Spy Hunter*, *Time Crisis* and *Red Faction* and inevitably ends up feeling like a lot of solid bite size games, rather than one tightly knitted whole. But it rockets along as a result.

88% PSM2#17

DAN'V TOP TEN GAMES

1 PRO EVOLUTION SOCCER 3
2 GTA: VICE CITY
3 SPLINTER CELL
4 TIME-SPLITTERS 2
5 MANHUNT
6 BURNOUT 2
7 SSX3
8 EYETOY: PLAY
9 ICO
10 JAK 2: RENEGADE

40

DANCING STAGE MEGAMIX

The best way to get fit with your PS2. The idea's gran-pleasingly simple: tap out the on-screen rhythm. It's more Simon Says than Come Dancing, with you bouncing around to the likes of Kylie and Sugababes, tapping out the beat-nailing directional arrows as they scroll up the screen. It gets frighteningly hard later on and the double mat head-to-head mode's incredibly addictive.

85% PSM2#36

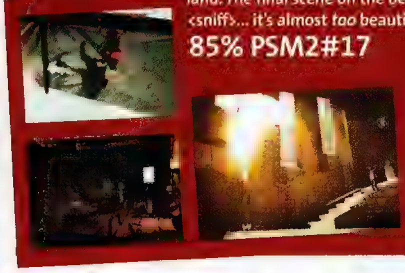
MAX 300
DROP THE BOMB

39

ICO

As with every other form of entertainment, in videogaming, you need balance. For every topless bint's adventure on a BMX, you need something a little more, well, *quaint*. *Ico* is the game you never knew you needed. Devoid of adrenaline-soaked Uzi-death and fully licensed soundtrack, it sees a horned boy take a ghostly girl by the hand and attempt to guide her through a peril-strewn land. The final scene on the beach... <sniff>... it's almost *too* beautiful.

85% PSM2#17

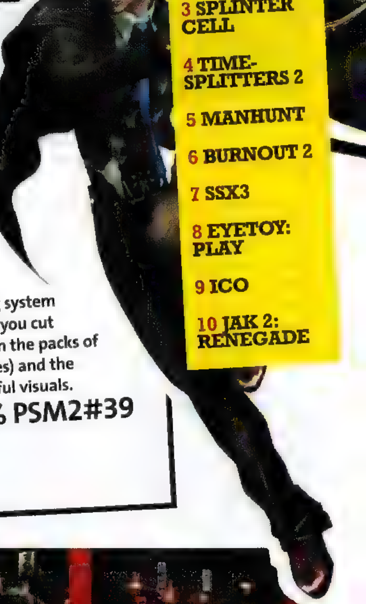


38

CHAOS LEGION

Another Capcom game where the stylish manner in which you despatch an enemy is just as important as how fast you do it (see *Devil May Cry*). The key to *Chaos Legion*'s appeal is the frightening amount of combat that's been rammed in here, the intriguing fighting system (where you call up your legions to help you cut through the packs of enemies) and the beautiful visuals.

86% PSM2#39



37

FIFA 2004

God bless EA – they deserve it. At least they *try* and give you something new for your annual £40 deposit. Fresh for the 2004 'update' is a new training facility, the off-the-ball feature, a menu-driven corner taking system and a Career mode which lets you step away from the actual on-pitch action. It's the best £40 you've ever blown on FIFA. And online, too.

86% PSM2#42

EA SPORTS
TOTAL CLUB MANAGER 20

36

NEED FOR SPEED UNDERGROUND

EA bring the whole Big/Street vibe to illegal street racing. It's a triumph of style over substance, with cheek-ripplingly fast burns around inner city circuits fused to style point building drag-racing and drifting challenges. And it all takes place at night. Nerk! The way the game keeps even the most basic of bodywork mods and engine upgrades locked until you start building up your street reputation might irritate, but there's loads to find in here

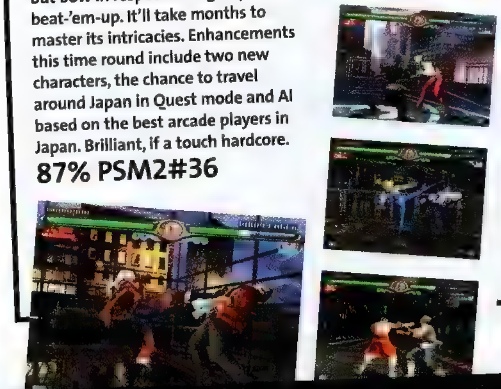
86% PSM2#43

35

VIRTUA FIGHTER 4 EVOLUTION

Fancy pummelling a digital person (or lizard) in the face? *Soul Calibur 2* and *Tekken 4* are your first ports of call, but we can't help but bow in respect to Sega's premier beat-'em-up. It'll take months to master its intricacies. Enhancements this time round include two new characters, the chance to travel around Japan in Quest mode and AI based on the best arcade players in Japan. Brilliant, if a touch hardcore.

87% PSM2#36



34

METAL ARMS: GLITCH IN THE SYSTEM

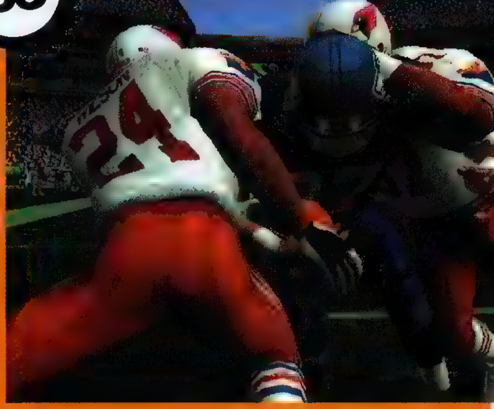
The sleeper hit of 2003? It's fair to say that the opportunity to play a cute yellow robot shooting up a shit-coloured landscape failed to ignite our interest in the early days of its development. But *Metal Arms* is one of the most original, clever and loud robo gun-'em-ups we've had the pleasure of playing. And don't be sucked in by that 'butter wouldn't melt in my reactor core' appearance – this is one tough nut.

87% PSM2#41

TOP FIVE ACTION GAMES

1 GTA: VICE CITY
97%
2 GRAND THEFT AUTO 3
92%
3 FREEDOM FIGHTERS
92%
4 MANHUNT
91%
5 SPLINTER CELL
91%

33



MADDEN NFL 2004

The most consistently entertaining sports title in videogame history rolls out into 2004 with some key enhancements which'll make a difference to the enjoyment of beginners and seasoned coaches alike. The biggest of these is Owner mode, where you get to manage the finances of your club in a *Theme Park* stylee; building a stadium, adjusting ticket prices and – yes! – mucking with the cost of tasty burgers. Delicious.

87% PSM2#40

1 PLAYER WIN!

32

SMASH COURT TENNIS

Namco's arcade-style tennis-'em-up looks a bit of dog, but is redeemed by one of the most exhilarating multiplayer experiences on PS2. Crack open a Multitap and you've got doubles heaven. It's a real challenge for the single player as well, with a steep learning curve that forces you to really get control of your game before you take on the pros.

87% PSM2#23

THE BEST 50 PLAYSTATION2 GAMES IN THE EVER!

31

XIII

To end all confusion, yes, it's pronounced 'Thirteen' (not *ex-ai-ai* or *zree*) and yes, it proved unlucky for some (er, Ubi Soft in this case). Despite critical warmth, you see, this classy FPS made little impact on the charts on its debut just before Christmas. Shame, that – it's cel-shaded sheen hides a monstrous, stylish and *bloody* tale which doesn't reveal its secrets without a really, really, *really* tough fight.

87% PSM2#42

JORIN

TOP TEN GAMES

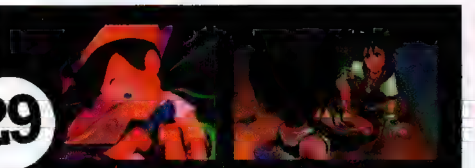
1 GTA: VICE CITY
2 GRAN TURISMO 3
3 BURNOUT 2
4 AMPLITUDE
5 FREEDOM FIGHTERS
6 DANCING STAGE MEGAMIX
7 TONY HAWK'S UNDERGROUND
8 EYETOY: PLAY
9 ROCKY
10 TIGER WOODS PGA TOUR 2004

AMPLITUDE

Anyone who's played *FreQuency* knows what to expect here, as it's that game's sequel. A bemani-styled music title where you press designated buttons in time with the rhythm of licensed tracks, re-editing the song's structure to your desire. And that's putting it mildly. It's a game whose depth appeals to 'serious' gamers and whose wide spread of popular bands contributing tracks entices the mainstream. Addictive and totally time-wasting. **87% PSM2#40**

30

29



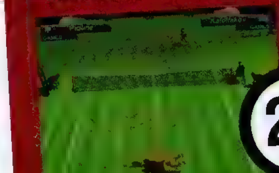
KINGDOM HEARTS

If his head wasn't allegedly frozen in a shed in Memphis, Walt Disney might well be turning in his grave at the thought of handing over his lovingly-created characters to Square for an ambitious action-RPG. But the result is enough to make even the toughest of hard-swearing, foul-drinking videogame journalists (Dan G) go weak. Big, effortlessly entertaining and random battles you *can* avoid.

88% PSM2#29

VIRTUA TENNIS 2

The best tennis game on PS2. A port of one of Sega's Dreamcast titles, it offers the chance to play as one of 16 top-ranked world players (as long as you don't mind not playing as Sampras, Agassi, Hewitt or Kournikova – they're not in here). Naturally, the multiplayer's Ace (sorry, er, again) – but the RPG-like World Tour is even more impressive. Start ranked 300th in the world with cash and work your way to the top? Yeah, go on then.



88% PSM2#30

28

TOP FIVE ADVENTURE GAMES

1 FINAL FANTASY X
91%
2 DARK CHRONICLE
90%
3 KINGDOM HEARTS
88%
4 FINAL FANTASY X-2
85%
5 DARK CLOUD
81%

PRINCE OF PERSIA

Ubi Soft's awesome update of the trap-dodging, puzzle-solving platformer suffered from '*Splitters 2* syndrome on its release; critically acclaimed, yet failing to trigger the general public into a buying frenzy. Using the Sands of Time also allows you to slow, stop and reverse time in order to avoid a sticky end.

87% PSM2#43

27

26

SILENT HILL 3

Where Rockstar continue to mine the rich vein of 'shock', Konami stick with 'upset'. The Silent Hill series' hallmarks of wobbling fleshy visions, unnerving soundscapes and unfathomable-to-the-point-of-frowning plot are evident in this third installment, backed up with new locations (Amusement Park, Subway...) and more useful weapons (flame-thrower, sub-machine gun...). This time, the distressed star is Heather, a teenager out to unravel the mysteries of her forgotten past. The last few hours are... no... no... NOOOOO!

87% PSM2#36

25

DARK CHRONICLE

The sequel to *Dark Cloud*, an RPG that combined dungeon-based combat with village building at the start of PS2's life. And what a sequel. Yes, the random dungeon exploration and combat have made it over relatively unscathed, but the game now packs in a more intuitive and expansive town creation system, the chance to switch between multiple characters, upgradeable weapons and vehicles and a beautiful, *beautiful* visual style that puts the original to shame.

90% PSM2#37

24

CONFLICT: DESERT STORM 2

It's the bomb. The best 'proper' war game. The Baghdaddy. While it doesn't deviate much from the successful formula of the first game, it has a new feature where the game ends if one or more of your four men dies. If their energy bar gets cut down to zero, he'll collapse and it's up to you to embark on a rescue mission.

88% PSM2#39

23

WRC3

While there's still a reasonably large quality gap between *Pro Evo* and *FIFA*, the difference between the licensed *World Rally Championship* and the licensed *Colin McRae* games is minimal indeed. *WRC* is a more demanding drive, while *Colin* is a little more accessible for those just beginning their journey into fishtail territory. Get either though and you're not going to be disappointed

89% PSM2#42

SOCOM 2

Of course you need to be online (with a PS2 Network Adapter) to fully feel the benefit of this third-person war sim, but it's a surprisingly good single-player game too. Online, however it really excels – this is currently the best reason to get hooked up. Great use of the headset, superb AI and powerful engine behind the scenes make this believable and exciting. Well worth signing up for.

90% PSM2#44

22

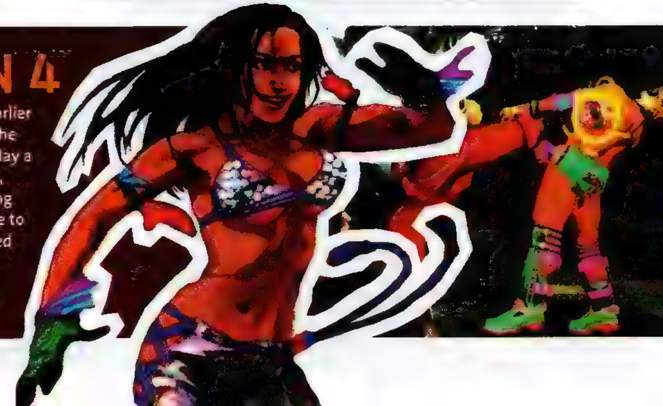
NEW ENTRY!

21

TEKKEN 4

The big change from earlier *Tekkens* comes in the form of walls. The tighter fighting environments now play a major part in your strategy, with cars, pillars and even multi-levelled fighting stages causing you rethink your route to the enemy. It's the most well-balanced *Tekken* yet.

90% PSM2#43



20

ONIMUSHA 2

Capcom's samurai action adventure – which owes much to the likes of *Resi* and *Devil May Cry* – is one of those rare gems that's remained undiscovered by the vast majority of PS2 gamers. Not here. We love it. Correction: Dan D loves it. He's the Don-imusha. Mixing historical references with dead actors, a nice line in combat and some decent puzzle-solving, it's no wonder the Welshman's taken it to his heart.

89% PSM2#27

19

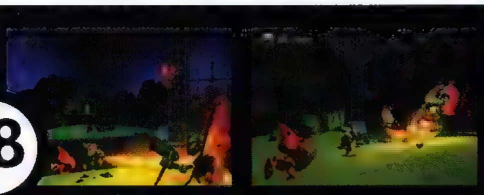
DEVIL MAY CRY

Forget the knob sequel; Shinji Mikami's original 2001 blast of 'stylish action' still manages to set the screen alight today. The script, voice acting and story are pile of absolute steaming munt, but who cares? It's the electric combat that makes this game such a joy. You'll find it hard to find more satisfying sword 'n' gunplay. However, praise for Dante's debut is always tempered by the fact that *it won't last you very long*. But it's worth a Platinum punt.

90% PSM2#15

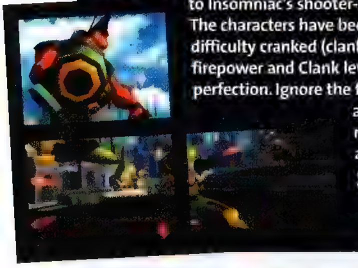
18

RATCHET & CLANK 2: LOCKED & LOADED



Everything that could have been done to improve the follow up to Insomniac's shooter-come-platformer has been. The characters have been made less irritating, the difficulty cranked (clanked?) up and the handling, firepower and Clank levels tweaked to near perfection. Ignore the fact that the lead characters are a furry thing and a tiny robot – this is superfine adventure gaming.

85% PSM2#42

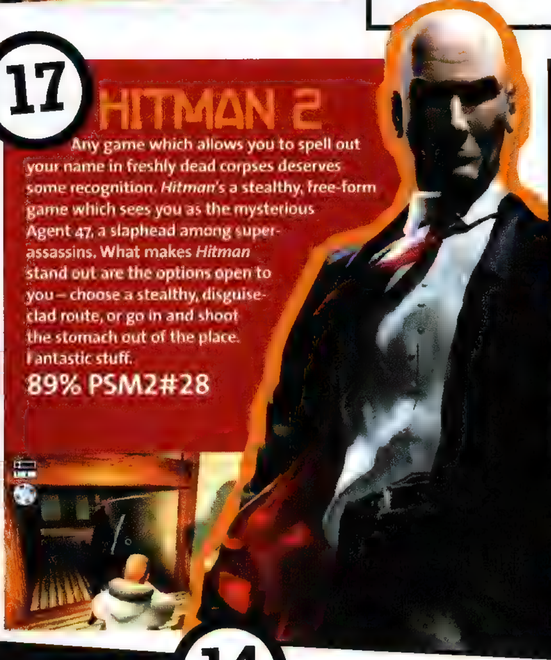


17

HITMAN 2

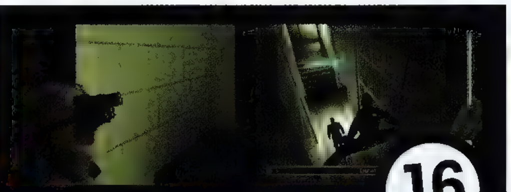
Any game which allows you to spell out your name in freshly dead corpses deserves some recognition. *Hitman's* a stealthy, free-form game which sees you as the mysterious Agent 47, a slaphead among super-assassins. What makes *Hitman* stand out are the options open to you – choose a stealthy, disguise-clad route, or go in and shoot the stomach out of the place. Fantastic stuff.

89% PSM2#28



16

SPLINTER CELL



Oh dear. It's all gone a little bit Clancy. But this is solid stuff – almost knocking the stuffing out of Solid Snake himself. Slower paced than Konami's captivating stealth-'em-up, this tale of counter-terrorism, hi-tech gadgetry and a nice line in grumpy realism probably wouldn't be the same without the superbly realised graphics. Or Tom Clancy's approval. Bless him.

91% PSM2#34

TOP FIVE EXTREME SPORTS GAMES

1 **TONY HAWK'S UNDERGROUND**
92%

2 **SSX3**
94%

3 **TONY HAWKS PRO SKATER 3**
96%

4 **SSX TRICKY**
95%

5 **AGGRESSIVE INLINE**
83%

15

HALF-LIFE

Looking a little rough around the edges by today's standards, but still weaves a gripping story through a solid FPS. An 'accident', alien monstrosities and an unlikely hero meet in one of the most convincing game worlds ever created. You watch how everyone reacts when things go tits up... As mentioned last month, the ending leaves you shell-shocked. We're big fans of downbeat here. Especially Milf. Yes.

90% PSM2#16

14

FINAL FANTASY X

Still the most sweepingly cinematic game on PS2. It might eat 20-30 hours out of your life, but you'd probably only waste them scratching your balls in front of Trisha anyway. An epic tale of mop-topped Tidus, a Summoner named Yuna and a blue lion thing, the story unfolds through the smoothest CG cutscenes to come out of Squaresoft. The in-game action's not half-bad either. If only the random battle stuff would go away, it'd be perfect. If you've got the time, treat yourself to the adventure of a lifetime... until *FFX-2*. Or *FFXI*. Erm... **91% PSM2#23**

DAN'D TOP TEN GAMES

1 **PRO EVOLUTION SOCCER 3**

2 **ICO**

3 **SSX3**

4 **TONY HAWK PRO SKATER 3**

5 **ONIMUSHA 2**

6 **GTA: VICE CITY**

7 **SILENT HILL 2**

8 **TIME SPLITTERS 2**

9 **MAXIMO**

10 **MGS2**

13

FREEDOM FIGHTERS

The lighter alternative to *Conflict: Desert Storm*, eschewing the hardcore, Formula One style dogged devotion to realism for a fictional, more intuitive (and exciting) squad-based blast around Ruskie-occupied New York. As a result, it's not got the depth or longevity of SCi's Saddam-basher, so it won't please squad-combat purists – but what does, eh? Jesus. It's from the people that delivered *Hitman 2* to the world and we love it.

92% PSM2#40

12

BURNOUT 2

Clearly coded by a bunch of blokes that love games, *Burnout 2* is a racer that stays well out of the cock-waving battle for licensed vehicles, accurately mapped cities and hip-hop bad boy endorsement. Instead, it concentrates on rewarding your courageous (er, dangerous) driving with buttock-clenching speed. Pin-point handling, sharp visuals and stacks of play modes'll keep you coming back.

91% PSM2#28

11

MANHUNT

Rockstar's darkest game yet makes you feel wrong in the head. Cloaked in controversy and officially banned in New Zealand, it makes *GTA: Vice City* look like a stroll around sunny Bournemouth. You're the star of a TV show where you need to kill kill KILL, with the voice of the manic director egging you on to sicker deeds. It's taking videogames into unexplored territory and for that alone we applaud it. It's definitely a videogame nasty and no mistake.

91% PSM2#43

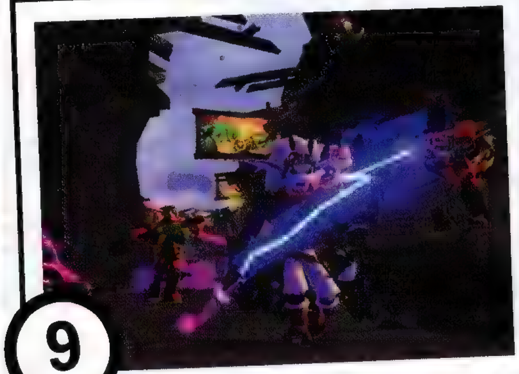
THE BEST 50 PLAYSTATION 2 GAMES IN THE WORLD… EVER!

10

COLIN MCRAE RALLY 4

The mud-loving Scotsman's done Codemasters proud again. *Rally 4* retains the trophy – but only just – from *WRC3*. Easier to get into than Evolution's title, with stunning production values, cracking car physics and pinsharp handling. Where the hell can they take *CMR5*?

92% PSM2#40



9

JAK 2: RENEGADE

The platformer – the one genre which Sony's system had failed to make its own until the arrival of *Jak & Daxter* and it's darker, de-cheesed, phenomenally well-designed sequel. It really does take 'action platformers' into darker territory, blending platformer mainstays with incredible combat (the gunplay's out of this world), awesome racing sequences and super-tight handling. Forget the kiddy-friendly nonsense in the first game – Jak's grown up into an angst-ridden teenager.

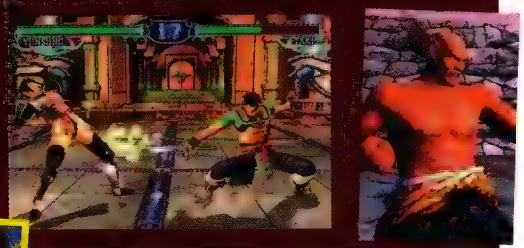
93% PSM2#40

8

SOUL CALIBUR 2

One-on-one beat-'em-ups might be the preserve of the hardcore these days, but that didn't stop Namco's stunning weapon-driven title from reaching the No.1 spot. One of the most beautiful fighting games to grace any system, it boasts seven game modes – including the chance to unlock more than 200 weapons in the robust Weapon Master mode – and an appearance from *Tekken*'s Heihachi. Wonderful for the lone gamer, truly epic for two.

93% PSM2#40

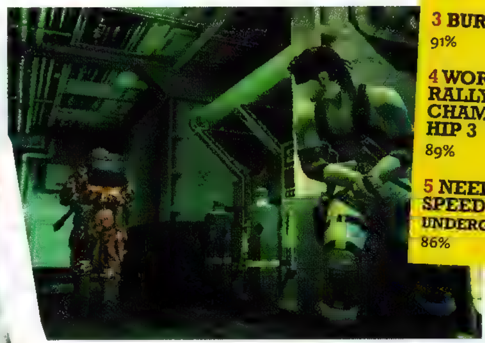


7

METAL GEAR SOLID 2

A true second generation game for PS2 (what generation are we on now? Is anyone keeping track of this shit?). Hideo Kojima's hand-crafted tale of terrorism with a twist – you get to play the game as a character no-one likes – is so ram-jammed with tiny details you'll miss most of the game's potential on one sortie. Yes, the cutscene interruption can niggle, but give the man a frikkin' break.

96% PSM2#20



TOP FIVE DRIVING GAMES

1 GRAN TURISMO 3
93%

2 COLIN MCRAE RALLY 04
92%

3 BURNOUT 2
91%

4 WORLD RALLY CHAMPIONSHIP 3
89%

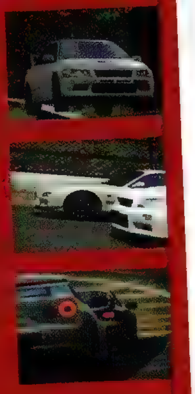
5 NEED FOR SPEED: UNDERGROUND
86%

6

GRAN TURISMO 3

Unlike Joanna Lumley, PS2's original killer app continues to age well. It's Pokémon for blokes – the desire to stay up late collecting cars being truly compelling. Criticisms of the dodgems-style AI and damage-free collisions roll off its bodywork like water off a duck's back. If you've got a PS2, you've got this. It's as simple as that.

93% PSM2#13



DAN G'S TOP TEN GAMES

1 METAL GEAR SOLID

2 GTA: VICE CITY

3 MANHUNT

4 GRAN TURISMO 3

5 JAK 2: RENEGADE

6 SPLINTER CELL

7 COLIN MCRAE RALLY 4

8 BURNOUT 2

9 TIME-SPLITTERS 2

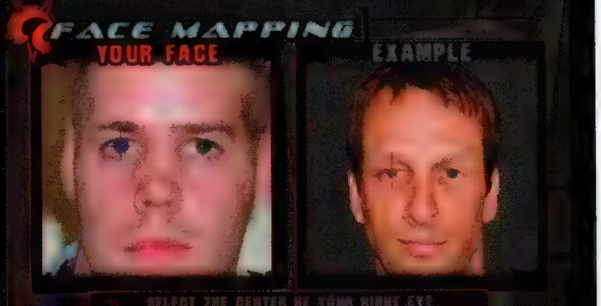
10 EYETOY: PLAY

5

TONY HAWK'S UNDERGROUND

The formula hasn't altered much – if at all – for years, but *Underground* at least attempts to do something a little differently. Your task here is to take a non-pro skater from nobody to superstar. You can customize the appearance of your 'boarder (regular PSM2 readers will recall just how convincing Dan D's mug was), as well as their tricks and even skateparks. In another innovation you can get off the board and explore levels on foot, or in a car. It offers more freedom than previous games and that's why we're choosing it here.

92% PSM2#42

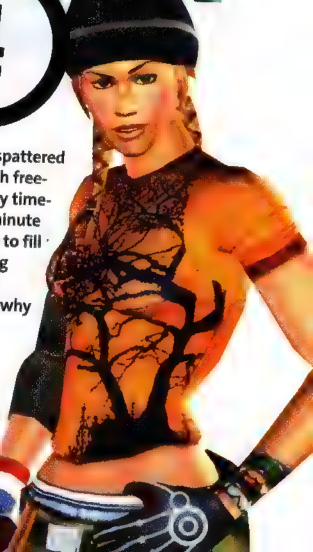


4

SSX3

Just when you thought EA had squeezed everything they could out of *SSX*, along comes a three-quel, spattered over three mountains, with enough free-roaming opportunities (you just try time-trialling an entire peak in one 15-minute run…), challenges and course races to fill entire calendar year. More forgiving than *Tricky*, and more consistently exhilarating than *Hawk's*, which is why we've selected it as our premiere extreme sports game.

94% PSM2#41



BEST PS2 MULTIPLAYER GAME

TIMESPLITTERS 2

FEATURES

- Single player and co-operative story mode.
- More than 80 playable characters.
- Nine time travelling episodes, ranging from Wild West to Neo Tokyo.
- Multiplayer with options for deathmatch, capture-the-bag and escort.

Reeks of quality, does this. Absolutely stinks of it. It's the most influential console FPS since *GoldenEye* on the N64 – and the same guys responsible for it that created '*Splitters 2*. Yet, if sales are any indication, it seemed to only truly appeal to real gamers – people like you and us – on its release. So, if you're new to PS2, please try to ignore the 'silly' artwork and consider that we've played every game on PlayStation 2 and rank this as the third best game in history. There's no higher praise. Unless you count numbers 1 and 2.

95% PSM2#28

> **"REEKS OF QUALITY, THIS. ABSOLUTELY STINKS OF IT"**

2

BEST PS2 SPORTS GAME

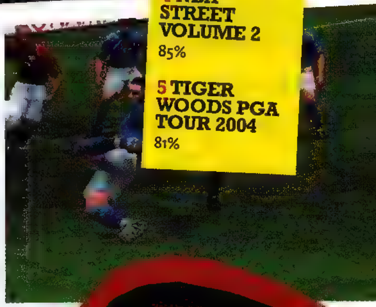
PRO EVOLUTION SOCCER 3

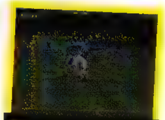
FEATURES

- Support for up to eight players in multiplayer matches.
- New graphics engine. Watch players' facial expressions change depending on how the match is progressing.
- The chance to control one player, rather than flicking between them.
- The option to select referees (who now play the advantage sometimes).

The hills have eyes! It was a brave decision to stick conker-brained ref Pierluigi Collina on the cover of the latest *Pro Evo* – but it tapped into the real football fan and real football *game* fan market perfectly. (Henry? Pah! He's not even good enough to be FIFA World Player of theYear...) *Pro Evo*'s just sublime. It's a cliché to say it now, but lunchtimes really wouldn't be the same without it. They'd be quieter. More than 1,000,000 pre-orders were placed for the game across Europe – a million people can't be wrong. Do yourself a favour and experience a near-perfect videogame.

96% PSM2#41





TOP FIVE SPORTS GAMES

1 **PRO EVOLUTION SOCCER 3**
96%

2 **VIRTUA TENNIS 2**
88%

3 **MADDEN NFL 2004**
87%

4 **NBA STREET VOLUME 2**
85%

5 **TIGER WOODS PGA TOUR 2004**
81%

BEST ALL ROUND PS2 GAME

GRAND THEFT AUTO: VICE CITY

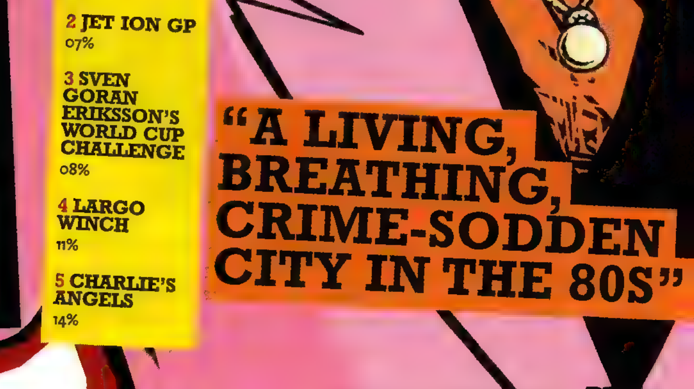
1

FEATURES

- Impressive roster of voice talent: Ray Liotta, Dennis Hopper, Burt Reynolds and more.
- Huge soundtrack – 80 songs from the likes of Flock of Seagulls, Grandmaster Flash and Cutting Crew.
- Massive game world; travel from the beach to the airport and more.
- Guns. Lots of guns...

It had to be, didn't it? The most immersive game ever. A living, breathing, crime-sodden city in the 80s which doesn't care that you're running errands for the criminal underworld – it just carries on as if you weren't there. Where else do you find over 120 vehicles, from golf buggies to attack helicopters, waiting for you to 'jack them? Where else can you take more than 40 weapons for a 'test drive'? Where else do you get to fly an RC helicopter around before chasing down a criminal fattie with a chainsaw, stealing a bus and cruising down to the wharf, shooting up a gang and 'borrowing' their boat, then taking a sniper-shooting joyride in a helicopter, popping down to the local mall and getting yourself some new threads? Nowhere. Truly the best that videogaming can offer.

97% PSM2#29



WORST FIVE GAMES EVER

1 **INTERNATIONAL LEAGUE SOCCER**
07%

2 **JET ION GP**
07%

3 **SVEN GORAN ERIKSSON'S WORLD CUP CHALLENGE**
08%

4 **LARGO WINCH**
11%

5 **CHARLIE'S ANGELS**
14%

> **"A LIVING, BREATHING, CRIME-SODDEN CITY IN THE 80S"**

QUICK TIP: (BATMAN: RISE OF SIN TZU)
TO UNLOCK ALL BONUSES, PAUSE THE GAME, HOLD L2+L1+R1+R2 AND PRESS ↓,↑,↓,↑,←,→,←,→

Pro T

TRAINING YOU IN THE DARK ARTS OF PS2

94

JAMES BOND 007:EON

The best guide for the very latest Bond game. Nice.

98

THE SIMS: BUSTIN OUT

Learn how to make friends and influence people – oh, and avoid wetting yourself, in EA's life simulator.

100

PRO DOJO

Are you a gaming master worthy of the rank of Dojo Ninja? See the achievements of PSM2 readers on the best PS2 games.

PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use ● to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers challenge arena – the Pro Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you you can be sure our tips are just that – straight to the point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!

SECRET WEAPONS OVER NORMANDY

We're sure the Germans must be fed up of all these WWII games by now.

TIP OF THE MONTH

Such a long and clumsy name. Why not 'WWII Plane Violence' or 'Dogfighting Arse-Kickery'? Much more sensible and descriptive. Yes. Tsk. But no, *Secret Weapons Over Normandy* it is. Doesn't exactly roll off the tongue, does it? Still, LucasArts made the game, so they can call it whatever they want. Contrary bastards.

UNLIMITED AMMUNITION:
Press ↑,→,↓,←,↑,→,↓,←, L1,R1 at the menu with "Continue" and "New Game" options. The phrase "Secret code accepted" will be spoken to confirm correct code entry. When you fire your weapons, the current number of rounds remaining will increase to 9999.

BIG HEADS:
Press →,↑,←,↓,→,↑,←,↓, →,L1,R1,L1,R1 at the menu with "Continue" and "New Game" options. The phrase "Secret code accepted" will be spoken to confirm code entry.

ALL INSTANT ACTION LEVELS:
Press ↑,↓,←,→,L1,R1,L1,R1 at the menu with "Continue" and "New Game" options. The phrase "Secret code accepted" will be spoken to confirm correct code entry.

X-WING:
Successfully complete all campaign and challenge missions to unlock the X-Wing in Instant Action mode.

TIE FIGHTER:
Successfully complete all campaign and challenge missions to unlock the Tie Fighter in Instant Action mode.

SCHNELL! SCHNELL!

Save the free world by way of being invulnerable. Handy, that. Press ↑,↓,←,→,←(x2),→(x2), L1(x2),R1(x2),L2,R2 at the menu with the "New Game" options. The phrase "Secret code accepted" will be spoken. Hey presto. You're not 'vincible'!

ROGUE OPS

Ah, *Rogue Ops*. It's got the fancy lady, the sneaking through shadows and it's manifestly worse than almost any other stealth game out there. Such a shame. But if you really must play the game, then perhaps these tips might help you enjoy it and soften the blow that will come with the realisation that the £40 you spent on this could have bought you enough sweets to give you a heart attack or a huge pile of jazz mags. Lovely.

ips

BIG FEET:
Press START to pause game play, then press →(3),←,→,←,→,←(3)

EXPLOSIVE CROSSBOW:
Press START to pause game play, then press ←,→(2), ←,⊡,◎,L2,R2,⊡,◎,←,→

EXPLOSIVE SNIPER:
Press START to pause game play, then press L2,R2,→(2), ←(2), →(2), R2,L2,⊡,◎. The screen will flash white and a whooshing sound will play to confirm correct code entry.

MISSILE CROSSBOW:
Press START to pause game play, then press →(2), ←(2), L2(2), R2(2), ◎(2), ⊡(2)

MISSILE SNIPER:
Press START to pause game play, then press ⊡,←,→,L2,R2,→, ⊡,R2(2), L1,←(2)

HALF DAMAGE:
Press START to pause game play, then press ⊡(2), ◎(2), ←(2), →(2), ◎(2), ⊡(2)

NO BULLET DAMAGE:
Press START to pause, then press ←,→(2), ←,⊡,◎(2), ⊡

ONE HIT KILLS:
Press START to pause game play, then press ◎,←,→(2),←,◎, L2,R2,◎,⊡(2)

UNLIMITED BULLETS:
Press START to pause game play, then press ⊡,◎,⊡,◎,⊡,◎, ⊡,◎,←,◎,⊡,◎,⊡,◎,⊡,◎, ⊡

UNLIMITED HEALTH:
Press START to pause game play, then press ←,→(2),←(2),→(2), ←(2),→(2),←,⊡(2)

UNLIMITED SPY CAM:
Press START to pause game play, then press ←(2),→(2),R2(2), L1(2),⊡(2),◎(2)

UNLIMITED TOC:
Press START to pause game play, then press ◎(2),⊡(2),←,→(2), ←,L1,R2,L1

LEVEL SKIP:
Press START to pause game play, then press L1,⊡,L1,◎,L1,←, L1,→,L1,R2(2),⊡,R2,◎,R2,←, R2,→,⊡

TOILET HUMOUR

Do everything a dog can. Yes, even that.

Ah, *Dog's Life*. Nice, pleasant fun, but naturally we can spoil all that for you with some filth. Normally you'd unlock extra moves by winning (cough) 'Doggy Doo' games, but we can give you a shortcut or two. To fart or, er, poop, press ←,→,↓,to pee left, press ←,↓,← and to pee right, press →,↓,→.

BIG GUN:
Press START to pause game play, then press ⊡(4), ◎(2)

CARMEN LEVEL COMPLETED:
Press START to pause game play in the Carmen level, then press R2,L1,→,←(2), L1,R2,⊡(3),R2

FORSYTHE LEVEL COMPLETED:
Press START to pause game play in the Forsythe level, then press L1(2),→(3),L1,R2,⊡,R2,⊡,R2

BANK LEVEL COMPLETED:
Press START to pause game play in the Bank level, then press R2, L1,⊡,◎,←,R2,←(2),⊡,◎,⊡

INSTALLATION K LEVEL COMPLETED:
Press START to pause game play in the Installation K level, then press R2,L1,⊡(2),←,L1(2), ⊡(2), L2,⊡

LA CASA LEVEL COMPLETED:
Press START to pause game play in the La Casa level, then press R2,L1,→,←(2), L1,R2,⊡(3),R2

MAGYAR LEVEL COMPLETED:
Press START to pause game play in the Magyar level, then press R2,◎(2),←(2),L1,R2,→,⊡,→(2)

MOD LEVEL COMPLETED:
Press START to pause game play in the Mod level, then press R2,L1,→,R2,←,◎,R2,◎, →(2),←

MUSEUM LEVEL COMPLETED:
Press START to pause game play in the Museum level, then press L1(2),→(3), L1,R2,⊡,R2,⊡,R2

RELIANCE LEVEL COMPLETED:
Press START to pause game play in the Reliance level, then press R2,L1,→,←,R2,L1,→,⊡,◎, ⊡,◎

SILO LEVEL COMPLETED:
Press START to pause game play in the Silo level, then press R2,L1,→,←(2),L1,◎,R2,⊡(3)

TRAINING LEVEL COMPLETED:
Press START to pause game play in the Training level, then press ←,→(2),←,◎,⊡,R2,L1,◎(2),⊡

THE SIMS: BUSTIN' OUT

It's like real life – but not. That's *The Sims* in a not-very-well described nutshell. Good at this, aren't we?

CHEAT GNOME:
Quickly press R2,L2,R1,L1,←,◎ during game play. A Sim voice will say something to confirm correct code entry. A blue gnome should appear near the house that your Sim is at. Your Sim will get a phone call each day to receive Simoleons. This will also happen if they are visiting another house, except for Mom's. In order to get the Simoleons there, force the Sim that is hosting you as a visitor to answer the phone by walking near it.

EXTRA MONEY:
Enable the "Cheat gnome" code. Press START to pause game play at home, then quickly press L2, R2,→,⊡,L3. A Sim voice will say something to confirm correct code entry. Select the cheat gnome then choose the "Give Money" option to get 10,000 Simoleons. To get money quickly, enable the "Cheat gnome" code, then the "Extra money" code. Hold R1 to speed up time and keep selecting the "Give Money" option to end up with 999,999 Simoleons.

ALL OBJECTS UNLOCKED:
Enable the "Cheat gnome" code. Then quickly press L1,R2,↑,△, L3 during game play.

ALL VISIT LOCATIONS UNLOCKED:
Enable the "Cheat gnome" code. Then quickly press R2,R3,L3,L1, R1,L2 during game play.

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THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

HARRY POTTER: QUIDDITCH CUP (M)

0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

PI Infinite Boost
DE8FFFFE
F8AADA03
DE8FFFFA
F8AD9BC6
DE8FFF86
682ADA47
DE8FFF9E
BF899B8B
DE872396
C4AC9A43

All Cards
D1C2D97E
BBA89A82
D1C2D97A
BBA89A82
D1C2D906
BBA89A82
D1C2D902
BBA89A82
D1C2D90E
BBA89A82
D1C2D90A
BBA89A82
D1C2D916
BBA89A82
D1C2D912
BBA89A82

THE HOBBIT (M)

0E3C7DF2 1853E59E
EEA1B8A2 BCA99C80

Super Health 8
DEB81FC2
00589B83

Masses Of Silver Pennies
DEB81F2E
01A99B83
DEB81E82
01A99B83

Unlimited Health Potions
DEB81E62
FCD99B83

Unlimited Stones
DEB81F2A
FDC99B83

FIFA 2004 (M)

0E3C7DF2 1853E59E
EEBC3D7A BCA99C80

Position 1 Scores 10 Goals
CE45E01E
BCA99B8D

Position 2 Scores 10 Goals
CE45E01A
BCA99B8D

Position 1 Scores 0 Goals
CE45E01E
BCA99B83

Position 2 Scores 0 Goals
CE45E01A
BCA99B83

Max Prestige Points: Career
DED678E6
BCA99E6B

Press R3 To End Half
0E591FF8
BCA99A7E
CE45BD36
BCA99CFF

Press L3 To Add Time
0E591FF8
BCA99A80
CE45BD36
BCA99B83

Home Keeper Is Stupid !
CEB4DCC2
BCA99B84

Home Team Stupid Players
CEB4DCC6
BCA99B84

Strikers Have Super Sprint
DE45BC92
0CA99B83

"MY BOND SENSE IS TINGLING"

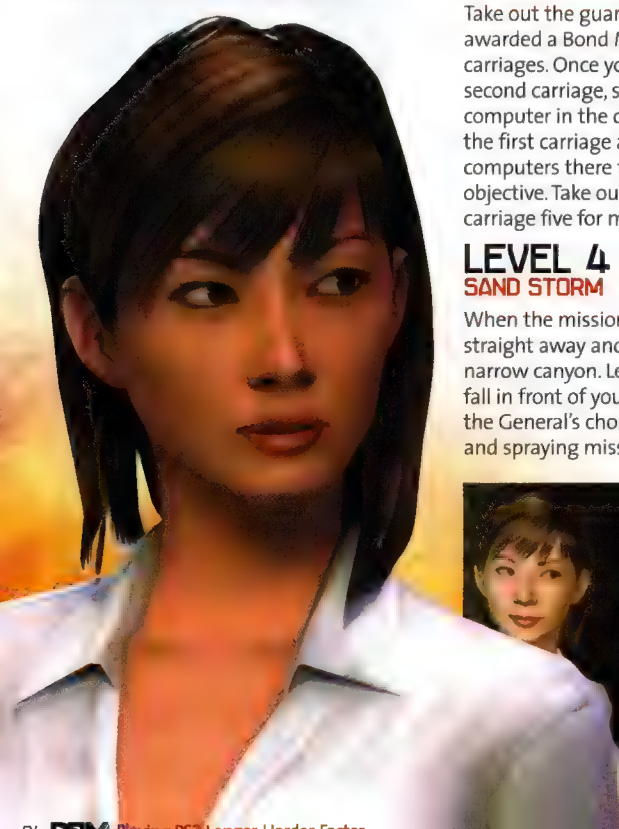
JAMES BOND: EVERYTHING OR NOTHING

We take apart the latest Bond! Schocking...

LEVEL 1:
A LONG WAY DOWN

Watch for a small ledge high up, rappel up there to get the Dragunov Sniper Rifle (Bond Moment). Head through the small tunnel and activate the lever at the end to open the steam vents and scold all the nearby enemies (Bond Moment).

Take the armour and then head towards the window over to the right. Press ⊗ to flip the table in front of it (Bond Moment!). Rappel down and flip the lever on the left-hand wall to activate the steam vents (Bond Moment).



Use your Bond Sense to locate a weak point in the roof, then whip out your Sniper Rifle and shoot it to send the whole ceiling crashing down and wiping out the nearby enemies (Bond Moment).

LEVEL 2
TRAIN CHASE

The route to the train is fairly linear, although if you're using the car, make sure you remember to blow your way out through the complex gate using your missiles (R1).

LEVEL 3
AN OLD FRIEND

Take out the guards and you'll be awarded a Bond Moment in between the carriages. Once you have secured the second carriage, shoot the launch computer in the corner then go back into the first carriage and shoot the computers there to complete that level objective. Take out the guards through to carriage five for more Bond Moments.

LEVEL 4
SAND STORM

When the mission begins, steer left straight away and head through the narrow canyon. Let the stone structures fall in front of you, then resume chasing the General's chopper. Just keep moving and spraying missiles.

FLIRTY DEVIL: There's no doubt that Bond has a way with words. And da laydees.

RALLY VERY GOOD: [illegible] diverse – it's even got [illegible]

LEVEL 5:
VERTIGO

Work your way round and up through the passages. Push the mine cart and then drop down the shaft at the end of the passage and use your thermal vision to negotiate the enemy-filled passage. At the end, pick up the AT-420 (Bond Moment).

Find the junction box on the wall, then clear the room and take the uplink device. Use the uplink on the box. Deploy a Q-Spider to open the locked door (Bond Moment). Now head back out into the passageway and activate your Bond Sense to draw attention to the stack of explosive barrels at the foot of the antenna. Target and destroy these (Bond Moment) to take out the antenna. Backtrack to the lift with the switch and take the elevator up to the top.

LEVEL 6
THE RUINED TOWER

Look at the tall ruined structure to the left in Bond Sense Mode to reveal a rappel point, then use it to get to the Sniper Rifle (Bond Moment).

Head back down into the ruins and use the rappel point slightly further up on the old winch mechanism and head through the next set of ruins. Drop down into the passage and press the button on the wall to move the mine cart and then shoot the dynamite on the ground to infiltrate the ruins.

CREEPIN' ROUND THE KREMLIN: Bond plays the stealth master to break in.

007
Desert Eagle

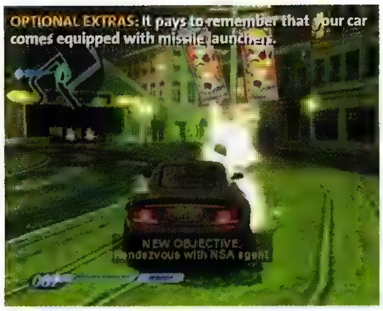
LEVEL 7
DEATH OF AN AGENT

Deploy a Q-Spider and send it scurrying through the hole in the wall a short way down the corridor (Bond Moment). In the catacombs equip your thermal vision and follow this route; right, second left, go right and then quickly right again into the small room to get the AT-420 (Bond Moment). Come out of the room and go right, then left, follow the passage all the way along until you come to a left-turn and as soon as you make that turn you'll see a doorway on the right – go through it and you'll see a staircase to the left which is illuminated by green statues, that's the exit.

Turn the wheel to the right to open the shuttered door. Use your Bond Sense to target the barrel (Bond Moment). When saving Serena, target and shoot the explosives (Bond Moment). This is easy if you use your Bond Sense. Near the bottom of the cliff there is another Bond Moment in the form of a short-cut between a rock and platform.

LEVEL 8:
A SHOW OF FORCE

When you arrive at a stand-off with two



OPTIONAL EXTRAS: It pays to remember that your car comes equipped with missile launchers.

tanks and a chopper, shoot the water tower to destroy the tank on the left and the large fuel container to take out the one on the right. Now simply raise your cannon and blast the chopper.

In the second part of the level get the bike then immediately steer right to follow the road back. Make the jump then head into the airfield with all guns blazing and head left to catch the plane.

LEVEL 9:
MARDI GRAS MAYHEM

Drive to the rendezvous point, answer the phone, then get back in your car use the map full screen to find the truck. Drive your car inside it and head to the warehouse.

Once there, get your car out of the back of the truck to save time later, then place a tracking device on the other truck. Head left straight after the gate and cut right behind the machinery. You will then only have to run between two easy searchlights to get to the window to eavesdrop the conversion.

Place a tracking device on the limo before running back to your car. Get behind the limo and use your electro magnet to wear it down. Or if you can get in front of the limo and use your acid trap to melt its tyres.

LEVEL 10
THE KISS CLUB

Turn around and utilise your Bond Sense to see a rappel point high on the wall to the left. Head up there and, once inside the room, press ⊗ when next to the woman lying down (Bond Moment).

During the shootout try flicking the lever at the end to the left of the bar to drop a gantry on the bad guys (Bond Moment). There is also a Bond Moment to be had by blasting the enemy goon down from the second tier – simply target him and blast him with your shotgun. Take the battery from behind the stage and head up. Take the keycard from the desk and get another battery. Go back down in the lift and use the keycard on the switch door behind the stage.

LEVEL 11
DEATH'S DOOR

48
Tank cannon

SHABBA TANKS: At least you'll have no trouble parking at the shopping mall.

Go through the wooden doorway and pick up the Sniper Rifle from behind the crates. Deploy a Q-Spider into the gap in the wall here to discover a secret area (Bond Moment). Blast all enemies (including the one that tries to unlock the gate for a Bond Moment). Take out the sniper in the clocktower hand-to-hand to get a Bond Moment.

From the balcony target the security box on the other side of the graveyard using your Sniper Rifle for a Bond Moment. Now your rockin'.

To rescue the lovely Mya use the control stick and press the button to stop the conveyor belt. Make a point of guarding this control stick from now on. Use your Bond Sense to view a string of shootable objects around the room and target these to get the boss and earn a Bond Moment for each.

LEVEL 12
FADED SPLENDOR

Use the Nano Suit to stealth kill the two guards in the next room for a Bond Moment. Send a Q-Spider under the plank barricade and down the plank ramp and negotiate the other plank ramps across to the other side. When you go down into the area below, look on the wall for row silver wires and follow them along until they go downwards under the floorboards. Position the spider next to this point and press R1 to detonate it – by doing this you'll open up the secret entrance into the weapons cache (Bond Moment!).

Use a second spider and detonate it to kill the guard for a Bond Moment. In the great hall use your Bond Sense to pinpoint a shootable section on the chandelier and blast it to send it crashing down on the enemies.

SITTING DUCK: This chopper's no match for Bond with his spotless tuxedo and impressive minigun.

LEVEL 13:
THE MACHINERY OF EVIL

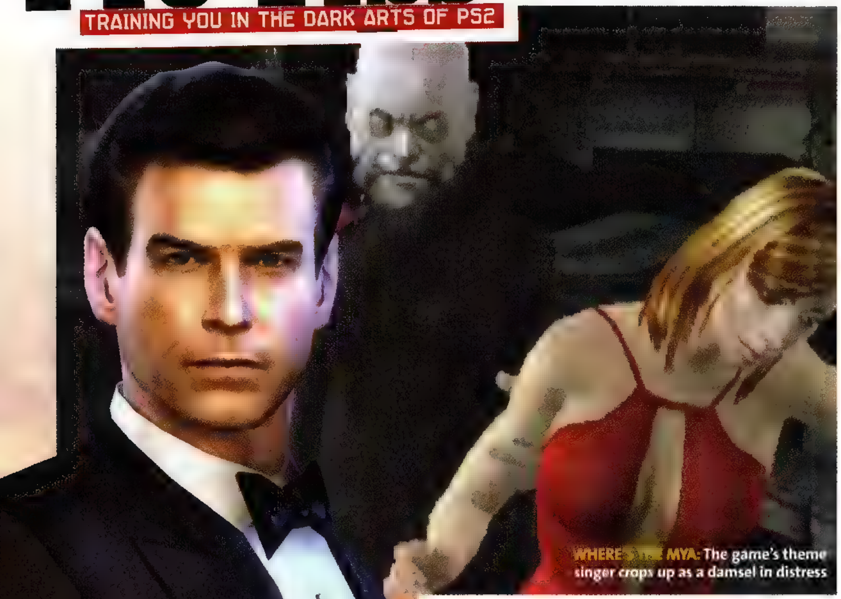
Utilise your Bond Sense then target and destroy both red pipes to able access the hidden AT-420 in between (Bond Moment). Use your Bond Sense and target the pipe between two guards for another Bond Moment. Destroy the four accessible chambers and deploy a Q-Spider into the vent near the start. Detonate it behind the final doors.

LEVEL 14
THE PONTACHAR TRAIN BRIDGE

When you catch up with the tanker, you can press and hold o to slide under the tanker that is knocked into your path then switch your weapon to flame thrower and ride up alongside Jaws. Flame his tyres (rockets don't work here) and when one side is done, switch sides and repeat.

LEVEL 15
A SIMPLE EXCHANGE

Disable the cameras with an EMP for a Bond Moment. Get the keycard from the



WHERE'S THE MYA: The game's theme singer crops up as a damsel in distress

guard and use the junction box to disable the tripwires upstairs (Bond Moment). Go and examine the drinks cabinet and slide it out of the way to reveal a secret area (Bond Moment).

Press ⊗ at the bathroom door to lock the driver in. Mission complete.

LEVEL 16
RED LINE

As you race, look out for red explosive barrels you can nudge opponents into.

LEVEL 17
AMBUSHED

Head down the back passage adjacent to the one you entered the lounge area by and go through the last door to access a Bond Moment (where you'll get all kinds of ammo and melee weapons). Head back upstairs to the driver's room and stand out on the connecting balcony. Use your Bond Sense to target the fuse box above the control box you used in the previous mission and blow it up for a Bond Moment. Head back downstairs and go through the shutters, then interact with the same drinks cabinet as earlier to find Serena stashed behind.

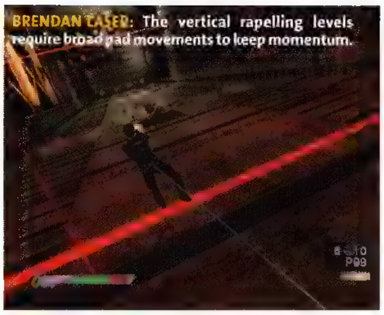
LEVEL 18
THE HIGH ROAD

Press SELECT to bring up your map full screen and find the route to the hideout. Keep an eye out for shortcuts. Get your bike from the hideout, go to the mine entrance marked on the map. Head up the steps and use all the ramps to stick to the rooftops.

When you reach the rope bridge and drop through, head down the slope and press and hold L1 to slide into the mouth of the statue. At the end just jump up into the waterfall to complete the chase.

Impressive performance, no?

FLAMING TASTY: One way to make sure no-one tries to force you off the motorway.



BRENDAN TASER: The vertical rapelling levels require broad pad movements to keep momentum.

LEVEL 19:
DIAVOLO'S PLAN

Use an EMP Grenade to escape from certain doom. Get a gun and shoot the explosive barrels to get your gear back. Shoot more barrels to trigger Bond Moments. Go and use the control panel to call the elevator, then go up in it and use your Bond Sense to target and shoot the first exhaust gear system. Step onto the conveyor belt and shoot the three pipes with red wheels on to disable the crushers, then head up the steps to shoot the second exhaust gear system. Rappel up and send a Q-Spider under the laser wires for a Bond Moment.

LEVEL 20:
THE PLATINUM WAR

Shoot the petrol tanker to clear a path through the mall and out into the Kremlin grounds. Shoot the door to get in and take the first left. Use a nano shell to shoot the container with the toxin in and drop it into the water.

Target the green central pillars with nano shells then do the same with the chopper outside.

LEVEL 21:
DANGEROUS DESCENT

When both terminals have been activated, head back onto the plane platform and a cut-scene will show you coming under attack. Take cover behind the crates and target the brake controls in the four corners.

LEVEL 22:
RED UNDERGROUND

Use the platform controls to slide across the gap. Head along to the far end of the walkway to get the secret Dragunov Sniper Rifle (Bond Moment) and use it to start picking off enemies on the ground below (plus one on the gantry opposite for a Bond Moment).

Rapel down and head over to the left, where you'll see a stationary tank on a platform. Use your Network Tap to utilise the tank's main cannon (Bond Moment.)

You can send Q-Spiders through the small holes at the bottom to blow up the troops inside. Press the button on the terminal to the left of the entrance to shower the guards (for a Bond Moment) and then use the other controls you'll find to call the bridge and escape.

PUNCH OF GRAPES: The fighting isn't exactly subtle. Just whack the buttons and hope.

LEVEL 23:
THE FINAL CARD

When the sentry guns appear, get on the platform behind them and use your Network Tap to command them. Blast the row of monitors hanging from the roof over to the right (Bond Moment) then send a blast into Diavolo's chamber.

Two of the silo vents are next to the railings behind you. The third is under the walkway down in the corner. The fourth and final one is opposite, you'll need to go through a door to get to it. Head towards the door to the left of the controls and send a Q-Spider into the vent. Go right at the junction and detonate the spider to clear it. Send another spider into the vent, this time turn left and detonate it to take out as many guards as possible. Done!

S[illegible] AND [illegible]: Q-Spiders are the most useful of gadgets when it comes to going unnoticed.

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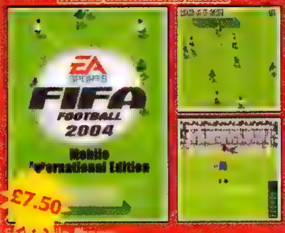

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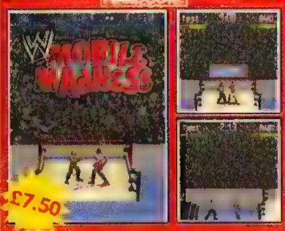

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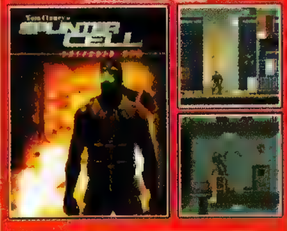

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"ONCE YOU'VE GOT FRIENDS THEY'RE EASY TO KEEP. IT'S GETTING THEM TO BE YOUR FRIENDS THAT'S HARD"

THE SIMS: BUSTIN' OUT

It's even better than the real thing. Cop of with ladies without any of the expense or the mess!

SIM-PLY THE BEST

LOOKS ARE NOTHING – PERSONALITY IS EVERYTHING. YOU'VE ONLY GOT 25 POINTS TO DISTRIBUTE OVER FIVE DIFFERENT PERSONALITY TRAITS...

NEAT

A Sim with a lot of neatness points will always pick up after themselves and wash up plates without you instructing them to. They'll also flush the toilet after using it and wash their hands. Neatness is the least important attribute to give your Sim. You can hire a maid early on in the game and just order them to pick up rubbish.

OUTGOING

Outgoing Sims like to be with other Sims and as a result, their 'social' rating drops faster than a shy Sim's. The benefit to having an outgoing Sim is that more social options are available to them, like flirting and kissing, earlier when meeting a new Sim. They also raise relationship points faster than a shy Sim, keeping conversations going for longer.

ACTIVE

A Sim with a low active score will get tired very quickly. That means lots of sleep, which can be annoying, especially when you're visiting other locations. They also take a very long time to wake up.

PLAYFUL

The playful rating determines how easy it is to keep your Sim's 'fun' rating high. A playful Sim will require more fun in their life than one that isn't playful. They'll also have more fun using electronic equipment and have more social options available to them.

NICE

Nice Sims get on well with other Sims. They enjoy group activities like eating, playing pool and using the hot tub. If you don't put many points into it, most of your interactions will be negative ones like 'tease', 'slap' and 'attack' – that makes it very hard to make friends. It's a good attribute to put plenty of points into if you want to get ahead in life.

NEAT
OUTGOING
ACTIVE
PLAYFUL
NICE

SIM-PLE SIMON: Personality-wise, this is the best sim your points can buy.

CLIMBING THE CAREER LADDER

There are seven career tracks to choose from. All are available

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3. Stunt Double – work 9am-3pm, pay $200

GOTH MANOR
4. Horror Movie Extra – work 7am-3pm, pay £275
5. Soap Opera Extra – work 7-4pm, pay $375

CLUB RUBB
6. Game Show Host – work 10am-6pm, pay $500
7. Sitcom Star – work 10am-6pm, pay $650

TINSEL BLUFFS
8. Sex Symbol – work 5pm-1am, pay $900
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MALCOLM'S MANSION
10. Movie Mogul – work 10am-3pm, pay $1400

MAD SCIENTIST CAREER TRACK

MOM'S HOUSE
1. Lab Cleaner – work 10am-2pm, pay $155

DUDLEY'S TRAILER
2. Potion tester – work 11pm-3am, pay $230
3. Pyro – work 2pm-10pm, pay $320

GOTH MANOR
4. Virus Breeder – work 11am-4pm, pay $375
5. Chemist – work 10am-5pm, pay $450

SHINY THINGS LABS
6. Vivisectionist – work 10am-7pm, pay $540
7. Gene Splicer – work 10am-3pm, pay $640

THE OCTAGON
8. Robotician – work 12pm-8pm, pay $740
9. Space–Time Theorist – work 10am-4pm, pay $870

MALCOLM'S MANSION
10. Death Ray Inventor – work 10am-2pm, pay $1000

GANGSTER CAREER TRACK

MOM'S HOUSE
1. Vandal – work 10am-2pm, pay $140

DUDLEY'S TRAILER
2. Shop Lifter – work 9am-1pm, pay $200
3. Burglar – work 11pm-5am, pay $275

TOANE'S GYM
4. Car Thief – work 9am-3pm, pay £350
5. Mugger – work 5pm-1am, pay $425

CASA CALIENTE
6. Arsonist – work 3pm-11pm, pay $530
7. Body Guard – work 3pm-11pm, pay $530

PIXEL ACRES
8. Extortionist – work 9am-3pm, pay $760
9. Hitman – work 9am-3pm, pay $900

MALCOLM'S MANSION
10. Mob Boss – work 6pm-12am, pay $1100

FASHION VICTIM CAREER TRACK

MOM'S HOUSE
1. Hand Model – work 10am-2pm, pay $200

MIMI'S PLACE
2. Lingerie Model – work 10am-2pm, pay $225
3. Body waxer – working 10am-3pm, pay $275

STUDIO 8
4. Fingernail painter – work 10am-3pm, pay $315
5. Wig Designer – work 11am-5pm, pay $400

CLUB RUBB
6. Hair stylist – work 10am-6pm, pay $550
7. Makeup Artist – work 12pm-6pm, pay $650

TINSEL BLUFFS
8. Runway Model – work 6pm-1am, pay $900
9. Centrefold – work 10am-4pm, pay $1200

DO THE FRIENDLY THING

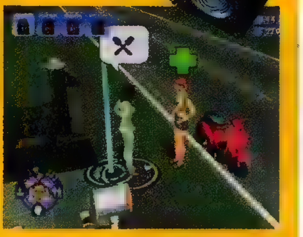
There's no room for the anti-social in The Sims.

You need friends to get promoted at work and to keep your social bar high. Once you've got them, they're easy to keep – it's getting them to be your friends that's hard.

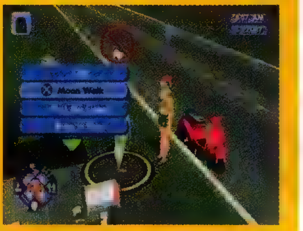
You'll unlock lots of new social interactions as you progress through the game – every NPC you get to know will teach you a new interaction. But while many are funny to watch, you only need the really need to use the basic ones to make friends.

Talking is the best way to start with a new Sim – it's low risk, but it only gives you three relationship points. Alternate talking is another low risk interaction to start with – 'joke' will work on playful Sims, 'compliment' might work on others and 'gossip' is another fairly low risk one. Find out which ones don't offend, then just line up for example 'talk', 'joke', 'talk', joke' and keep going until the person becomes a family friend. There's less risk of offending friends, so try introducing a higher scoring interaction like flirting, entertaining or ticking in place of talking. Once a Sim has accepted you flirting with them, you can usually get away with hugging, then kissing and dancing, which earn you seven or eight relationship points a time. Don't use the same interaction too many times in a row and be wary of getting too many Sims to fall in love with you. Once you've got a heart by a particular Sim's name, they will get jealous if they see you flirting with someone else and vice versa. If you see a Sim you love with someone else, your social bar will drop to empty.

Try to get new friends up to 100 points straight away – it'll take a long time for 100 points to drop down to around 50, which is when you lose them as friends, even if you don't see them for a long time. To win careers like Movie Star though, where you have to have ten friends to get the top promotion, it's a balancing act to keep all your friends. Phoning them will add five relationship points, so phone them every few days and you should keep them.



SIM SPEAK: Line up loads of interactions, fast forward and you've got a friend.



SOMETHING I SAID?: Work out if other Sims are playful to see what works.

BE HAPPY – LIVE LONGER

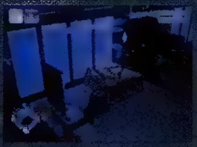
How to keep your Sim alive and kicking...

HUNGER

Make sure you have at least three cooking points and always buy the most expensive fridge and oven if you can afford them. If you have a Sim that doesn't work, get them to study cookery and prepare meals for the rest of the household. Meals last for seven hours before they become stinky and inedible.

HYGIENE

This is an easy one to keep filled up – just have a shower or bath whenever it gets low. Later in the game, deluxe bath tubs become available – these fill your 'hygiene' bar right to the top and raise your 'comfort' bar as well. If the option to clean the bath or shower comes up when you highlight it, do that first or you won't get as clean as in a nice clean tub.



SLEEP

Early on in the game you'll need to sleep a lot as the beds available are only cheap ones. Later on, you can afford more expensive beds that top up your 'sleep' and 'comfort' with a minimum of fuss. When visiting, you can't nap or sleep, but you can drink coffee, which will give you energy, but deplete your 'comfort' and 'bladder', just as it does in real life!

SOCIAL

This bar drops slowly, but takes a long time to fill up if you let it get too low. The quickest way to fill it back up is by conversing with a Sim you're friends with or doing sociable activities with other Sims, like sitting in the hot tub. If you try to force conversation with a Sim you don't know well, it takes a long time to fill up and you risk making things worse if they react negatively.

COMFORT

An expensive bed, reclining chair or sofa and hot tub are essential purchases and comfort shouldn't be a problem. It drops fastest when you're standing up and talking to another Sim for a long time, or spending a long time cleaning up. Generally though, it looks after itself by filling up when you sleep and have a bath. This is one you shouldn't worry about too much.

BLADDER

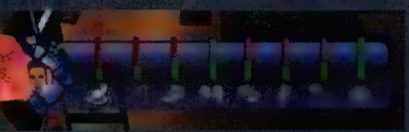
Easy – go to the toilet when this bar gets low. You can use the toilet when you're visiting, so it's rarely a problem. If you don't notice that it's low though, your Sim will just go on the floor. This in turn will lower lots of other bars – 'hygiene', 'room', 'fun' and so on. Don't go to sleep if the bladder bar is low, or your Sim will have to wake up and leg it quick-smart to the bathroom.

FUN

There are lots of items that will fill up your fun bar. Reading a book and watching television will do the trick at the beginning of the game, but once you can afford the Virtual Reality Goggles, you won't want to go back. They top up your 'fun' bar in seconds. Doing fun things like playing music or games like pool and table tennis will also boost your 'social' bar if done with another Sim.

ROOM

Have lots of lighting, windows and decorative items in your house and tidy up any mess. As it changes from room to room, the most important place to keep clean is the front garden as it will determine your 'room' level when you go to work. Recycle old newspapers, water plants and have lots of outdoor lighting so your Sim doesn't leave or come home from work in the dark.



to you immediately and you can change career whenever you like.

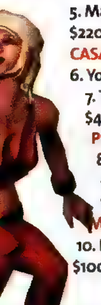
MALCOLM'S MANSION
10. Super Model – work 10am-4pm, pay $1200

PARAMILITARY CAREER TRACK

MOM'S HOUSE
1. Latrine Cleaner – working 10am-2pm, pay $250
DUDLEY'S TRAILER
2. Boot Polisher – work 8am-12pm, pay $325
3. Drill Instructor – work 9am-2pm, pay $400
TOANE'S GYM
4. Paratrooper – work 6am-12pm, pay $450
5. Chopper Pilot – work 6am-12pm, pay $500
SHINY THINGS LABS
6. Covert Ops – work 9am-3pm, pay $550
7. Secret Agent – work 9am-3pm, pay $580
THE OCTAGON
8. Code Breaker – work 9-3pm, pay $600
9. Intelligence Director – work 9-3pm, pay $700
MALCOLM'S MANSION
10. War Minister – work 9am-3pm, pay $1000

COUNTER CULTURE CAREER TRACK

MOM'S HOUSE
1. Panhandler – work 10am-2pm, pay $110
MIMI'S PLACE
2. Leaflet Distributor – work 10am-2pm, pay $120
3. Basket Weaver – work 10am-3pm, pay $180
STUDIO 8
4. Flower Child – work 12pm-5pm, pay $200
5. Massage Therapist – work 11am-4pm, pay $220
CASA CALIENTE
6. Yoga Instructor – work 10am-5pm, pay $300
7. Transcendentalist – work 12pm-5pm, pay $450
PIXEL ACRES
8. Love Guru – work 12pm-5pm, pay $450
9. Psychic Activist – work 2pm-7pm, pay $550
MALCOLM'S MANSION
10. Full Time Freak – work 10pm-2am, pay $1000



JOCK CAREER TRACK

1. Mascot – work 10am-2pm, pay $130

DUDLEY'S TRAILER
2. Ball Collector – work 9am-1pm, pay $170
3. Rookie – work 10am-3pm, pay $230
TOANE'S GYM
4. Starter – work 10am-3pm, pay $300
5. All-Star – work 9am-3pm, pay $385
CLUB RUBB
6. MVP – work 9am-3pm, pay $510
7. Superstar – work 9am-4pm, pay $680
TINSEL BLUFFS
8. Head Coach – work 8am-2pm, pay $850
9. Hall of Famer – work 9am-3pm, pa

PSM2 "MY PATH TO GLORY IS STREWN WITH BROKEN BODIES... AND YOURS IS NEXT!"

PRO DOJO

It's all change at the Dojo this month. Many of the challenges have been updated, but the old favourites still remain. Reckon you're the best at PES3? Unbeatable at Need For Speed: Underground? Send us your tape... NOW!

ATTENTION!
We've updated the Dojo with all new challenges. Only three old games remain. The Tricky challenge has been replaced by SSX3. Tekken 4's been dumped for Soul Calibur 2. Now's the perfect time to make your mark on the Dojo!

PROVE YOUR MASTERY!

YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! PSM

WIN STUFF! LOOK COOL

Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite.

HOW TO BECOME FAMOUS!

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

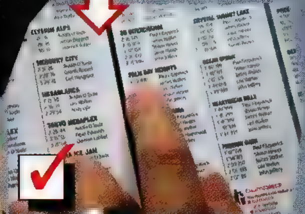
THIRDLY: We need a picture of you. You won't be a star player without one and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

FINALLY: Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope. Label her up 'Pro Dojo' and post the lot to us. Good luck.

PRO DOJO CHECKLIST:
- Photo
- Video
- Entry Form

BINGO!

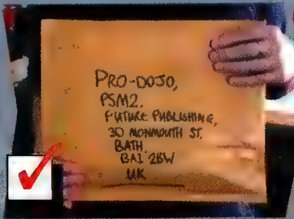
IT'S THIS EASY...



Check the charts. Can you beat any

Set up your video (described above) and

Wind the tape to the right place and get



Send the lot to the Pro Dojo address

YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2,
Future Publishing,
30 Monmouth St,
BATH BA1 2BW,
UK.

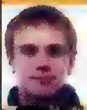
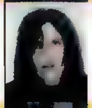
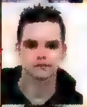
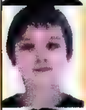
Welcome to the home of heroes
where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

THIS MONTH	LAST MONTH		STAR PLAYERS	TOTAL POINTS
1	1		**PAUL FITZPATRICK** Our man Paul is still gloating from top of the Dojo hill thanks to his scores on SSX3 andhis driving specialties. PSM2 Dojo Calculus: 50 + 4 + 106 + 44 =	NINJA! 204
SPECIALIST IN: Burnout 2, GTA: VC, Midnight Club 2 and SSX3			**"YOU NAME THE GAME, I SHALL OBLITERATE ALL CHALLENGERS!"**	
2	3		**JAMES WALKER** James has been plugging away on all our driving challenges and it's paid off, as he regains second place. PSM2 Dojo Calculus: 102 + 25 + 20 =	NINJA! 147
3	2		**AUSTIN O'TOOLE** He's slipping a little this month, is Austin. His *SSX3* scores have come under attack from Amanda and Fitz.	102
4	4		**AMANDA OFFORD** Amanda proves her determination to rule the Dojo with steady improvements in *SSX3*. Keep on pushing, girl... PSM2 Dojo Calculus: 80 + 19 =	99
5	6		**ADAM POVEY** Still steady in the middle of the chart, Adam has added another string to his gaming bow with good *THUG* scores. PSM2 Dojo Calculus: 46 + 31 =	77
6	NEW ENTRY!		**GAVIN BAYLISS** Speaking of *THUG* scores – new challenger Gavin is the man to beat on a skateboard. All his points are all *THUG*.	70
7	NEW ENTRY!		**RIK IBBOTSON** Rik's finally back in the Dojo fold after months out in the cold. He can thank his swift *NFS: Underground* times.	50
8	5	?	**"SALLY" THE DOG** We're glad to see that doggie driver "Sally" is on her way down and out. The bloody dog won't even send her pic! PSM2 Dojo Calculus: 11 + 31 =	42
9	NEW ENTRY!		**LIAM PORTER** The first of the new Liams has dominated the Eyetoy: Play chart. He's so talented we even put him on our DVD.	40
10	NEW ENTRY!	?	**LIAM O'NEILL** The second new Liam this month earned his stripes on *SSX3* and *THUG*. You can only move up from here buddy... PSM2 Dojo Calculus: 3 + 36 =	39

CHALLENGE 1

SSX3

The competition has been incredibly fierce on the *SSX3* chart this month. We know you can still do better though...

TOP SCORES

R & B			
	1,524,357	Austin O'Toole	NEW!
	1,382,825	Amanda Offord	NEW!
	1,087,800	Daniel Dawkins	NEW!
STYLE MILE			
	1,999,831	Tamer Ali	NEW!
	1,787,666	Amanda Offord	NEW!
	1,660,445	Austin O'Toole	
KICK DOUBT			
	1,391,853	Amanda Offord	NEW!
	1,192,448	Austin O'Toole	NEW!
	978,637	Daniel Dawkins	
CROW'S NEST			
	354,256	Amanda Offord	NEW!
	344,399	Austin O'Toole	NEW!
	298,201	John Norman	NEW!
LAUNCH TIME			
	423,420	Amanda Offord	NEW!
	360,357	Austin O'Toole	NEW!
	256,395	Liam O'Neill	NEW!
MUCH 2 MUCH			
	465,822	Amanda Offord	NEW!
	359,399	John Norman	NEW!
	354,627	Austin O'Toole	NEW!
THRONE JAM			
	933,078	Austin O'Toole	NEW!
	711,374	Amanda Offord	NEW!
	450,604	Shaun Brown	NEW!
ALL PEAK JAM			
	3,533,375	Austin O'Toole	NEW!
	2,555,311	Amanda Offord	NEW!
	2,528,764	Daniel Dawkins	

TOP TIMES

SNOW JAM			
	2'22"	Amanda Offord	NEW!
	2'22"	Austin O'Toole	NEW!
	2'27"	Paul Fitzpatrick	NEW!
METRO CITY			
	2'13	Paul Fitzpatric	NEW!
	2'16"	Austin O'Toole	NEW!
	2'20"	Amanda Offord	NEW!
RUTHLESS RIDGE			
	2'18"	Paul Fitzpatrick	NEW!
	2'19"	Austin O'Toole	NEW!
	2'25"	Amanda Offord	NEW!
INTIMIDATOR			
	2'34	Paul Fitzpatrick	NEW!
	2'34"	Amanda Offord	NEW!
	2'40"	Austin O'Toole	
GRAVITUDE			
	2'21"	Paul Fitzpatrick	NEW!
	2'22"	Austin O'Toole	NEW!
	2'29"	John Norman	NEW!
THRONE RACE			
	2'19"	Austin O'Toole	NEW!
	2'23	David Peacock	NEW!
	2'23"	Paul Fitzpatrick	NEW!
RUTHLESS RACE			
	2'49"	Austin O'Toole	NEW!
	2'56"	Amanda Offord	NEW!
	3'02"	David Peacock	NEW!
ALL PEAK RACE			
	22'27	Austin O'Toole	NEW!
	22'29"	Paul Fitzpatrick	NEW!
	22'34	David Peacock	NEW!

DUMPED!

This month's prime *SSX3* losers are:
- MUCH 2 MUCH: 202,587: Jim Bowman
- ALL PEAK RACE: 24'19: Daniel Dawkins

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies. Top one of our challenge charts and you'll get 10 BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 4 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

CHALLENGE 2

GRAND THEFT AUTO: VICE CITY

Martin Burke has finally broken throug the 47 second barrier that the top three have been stuck on for ages. Great work! Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.

FASTEST TIME

00'46"00	Martin Burke	NEW!
00'47"00	Paul Fitzpatrick	
00'47"00	Tom Muir	
00'49"00	Brian Dunne	
00'50"00	Steve Moran	

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your whole run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.

FASTEST TIME

01'07"00	Desmond Foley
01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland

CHALLENGE 3

BURNOUT 2

It's a see-saw battle between Paul Fitzpatrick and James Walker for the *Burnout 2* crown. After being beaten down by Fitz last month, James is back with some even better times.

AIRPORT TERMINAL 3

0'33"620	Paul Fitzpatrick	
0'33"639	James Walker	
0'33"760	"Sally" The Dog	
0'33"819	Lee Walker	
0'33"879	Amanda Offord	

AIRPORT TERMINAL 1&2

1'17"899	Paul Fitzpatrick	
1'17"919	James Walker	
1'18"579	"Sally" The Dog	
1'18"899	Shaun Hewer	
1'19"179	Chris Hill	

INTERSTATE LOOP

0'59"899	James Walker	
0'59"760	Paul Fitzpatrick	
0'59"940	"Sally" The Dog	
1'00"020	Amanda Offord	
1'00"440	Shaun Hewer	

88 INTERCHANGE

2'14"299	James Walker	
2'15"239	Paul Fitzpatrick	
2'17"160	Amanda Offord	
2'17"459	Shaun Hewer	
2'18"239	Steve Moran	

PALM BAY HEIGHTS

1'03"400	Paul Fitzpatrick	
1'03"459	James Walker	
1'03"640	Lee Walker	
1'03"759	"Sally" The Dog	
1'04"259	Steve Moran	

PALM BAY MARINA

1'26"780	Paul Fitzpatrick	
1'26"819	James Walker	
1'27"760	"Sally" The Dog	
1'27"780	Amanda Offord	
1'27"959	Michael Barnes	

SUNRISE VALLEY DOWNTOWN

0'40"179	James Walker	NEW!
0'40"280	Paul Fitzpatrick	
0'40"440	Lee Walker	
0'40"840	"Sally" The Dog	
0'41"319	Steve Moran	

SUNRISE VALLEY SPRINGS

1'04"159	Paul Fitzpatrick	
1'04"220	James Walker	
1'04"659	Lee Walker	
1'05"279	"Sally" The Dog	
1'06"179	Shaun Hewer	

BIG SURF GROVE

1'04"979	Paul Fitzpatrick	
1'05"119	James Walker	
1'05"699	"Sally" The Dog	
1'05"779	Lee Walker	
1'06"060	Amanda Offord	

BIG SURF SHORES

1'36"420	Paul Fitzpatrick	
1'36"599	James Walker	
1'36"900	"Sally" the Dog	
1'37"379	Amanda Offord	
1'38"260	Steve Moran	

CRYSTAL SUMMIT PEAK

0'40"099	Paul Fitzpatrick	
0'40"159	James Walker	
0'40"799	Lee Walker	
0'41"179	"Sally" The Dog	
0'41"600	Steve Moran	

CRYSTAL SUMMIT LAKE

1'54"400	James Walker	NEW!
1'56"859	Paul Fitzpatrick	
1'59"199	"Sally" The Dog	
2'00"780	Shaun Hewer	
2'04"279	Steve Moran	

OCEAN SPRINT

1'44"399	James Walker	NEW!
1'44"659	Paul Fitzpatrick	
1'44"699	Amanda Offord	
1'46"419	Shaun Hewer	
1'47"419	Steve Moran	

HEARTBREAK HILLS

1'37"939	James Walker	NEW!
1'38"959	Amanda Offord	
1'38"959	Paul Fitzpatrick	
1'41"299	Shaun Hewer	
1'42"859	Steve Moran	

FREEWAY DASH

1'52"419	James Walker	NEW!
1'53"299	Amanda Offord	
1'54"039	Paul Fitzpatrick	
1'56"259	"Sally" The Dog	
1'58"819	Shaun Hewer	

DUMPED!
This month's prime Burnout 2 loser is:
■ CRYSTAL SUMMIT PEAK:
0'41"600: Michael Barnes

CHALLENGE 4

MIDNIGHT CLUB 2

Another James Walker and Paul Fitzpatrick grudge matc month in *Midnight Club 2*. Frankly, most of Fitz's times loo unbeatable, but James and Ian Lane are still in the game.

BEVERLEY HILLS THRASHER

2'29"82	Paul Fitzpatrick	
2'37"82	Ian Lane	NEW!
2'40"42	James Walker	NEW!
2'40"54	"Sally" The Dog	
2'41"54	Ruaidri Maguire	

LA TURISMO

1'43"47	Paul Fitzpatrick	
1'44"95	James Walker	
1'46"79	Ryan Carson	
1'47"38	"Sally" The Dog	
1'55"22	Ruaidri Maguire	

RIVER RAID

2'16"82	Paul Fitzpatrick	
2'20"82	James Walker	NEW!
2'25"62	Ryan Carson	
2'29"90	"Sally" The Dog	
2'39"58	Evan Harvey	NEW!

RUN OFF

2'47"01	Paul Fitzpatrick	
2'54"93	James Walker	NEW!
2'56"57	"Sally" The Dog	
3'01"73	Ryan Carson	
3'09"65	Ian Lane	

ARRIVALS & DEPARTURES

2'56"49	James Walker	NEW!
2'56"57	Paul Fitzpatrick	
3'00"81	Ian Lane	NEW!
3'05"17	"Sally" The Dog	
3'10"25	Ruaidri Maguire	

DUMPED! This month's prime *Midnight Club 2* losers are:
■ BEVERLY HILLS THRASHER:
2'44"30: Jamie Byrson
■ ARRIVALS & DEPARTURES:
3'10"81: Ryan Carson
MOVE FASTER, DUDES!

CHALLENGE 7

EYETOY: PLAY

Liam has a smile on his face and a groove in his heart thi month. There's room for improvement though...

"MUSIC" – MADONNA

5403	Liam Porter	NEW!
3500	Jes Bickham	
3350	Ian Swain	

"JUMPIN'" – LIBERTY X

5346	Liam Porter	NEW!
3700	David Morgan	
3550	Ian Swain	

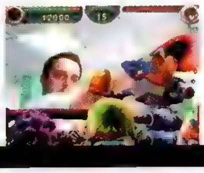
"JUNGLE BOOGIE" – KOOL AND THE GANG

6581	Liam Porter	NEW!
3250	Jes Bickham	
3200	Olly Freer	

"MOVE YOUR FEET" – JUNIOR SENIOR

5474	Liam Porter	NEW!
3050	Amar Richards	
2850	Jes Bickham	

DUMPED!
This month's prime *Eyetoy:Play* loser is
■ "MUSIC" – MADONNA: 3250: Olly Freer



CHALLENGE 5

WWE SMACKDOWN! HCTP

As predicted the times have come thick and fast this month. These are times in "Slobberknocker Anywhere" mode.

BROCK LESNAR

6'21"	Lee Hipperson	NEW!
7'33"	Kevin O'Brien	NEW!
8'06"	Jasdeep Sahota	NEW!
8'13"	Simon Hahn	NEW!

STEVE AUSTIN

8'03"	Jasdeep Sahota	NEW!
8'44"	Kevin O'Brien	NEW!
9'20"	Simon Hahn	NEW!
9'32"	Colin Smith	

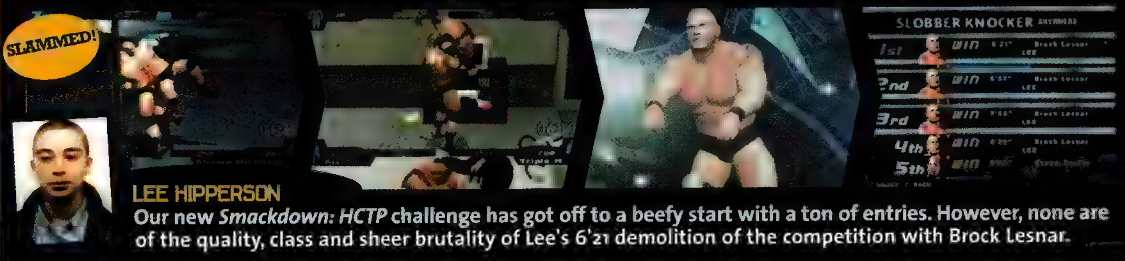
DUMPED! **This month's prime *WWE Smackdown* losers are:**
■ BROCK LESNAR: Jeremy Morgan: 9'22 ■ STEVE AUSTIN: 9'34: Craig Powers

PSM2 REWIND

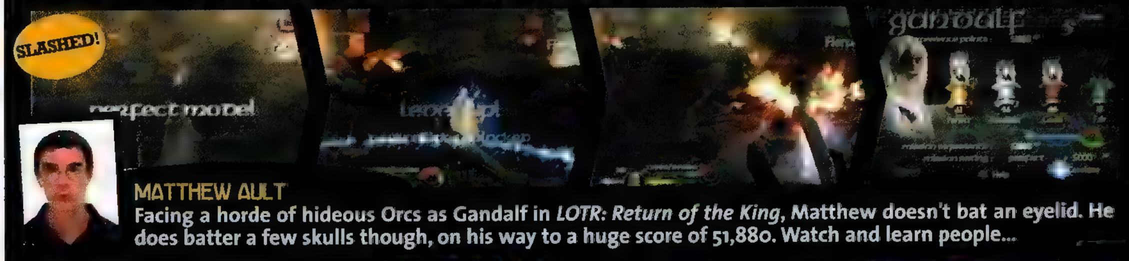
Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...

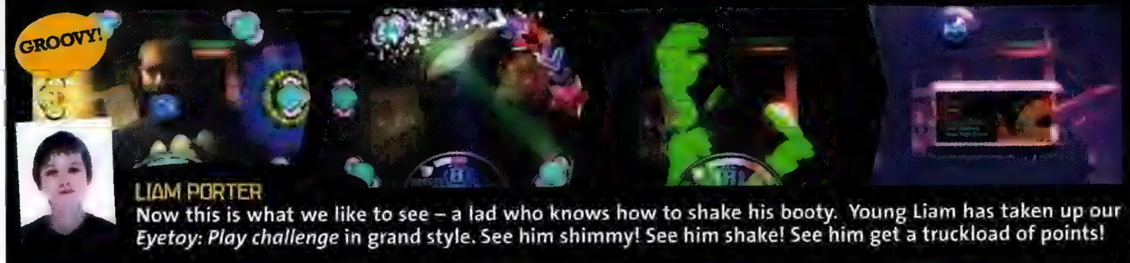
JAMES WALKER
Old hand James has turned his well-practiced racing hands to our *Need For Speed: Underground* challenge. His almost robotic blast through the Market Street course in 1'18"90 caught our attention.



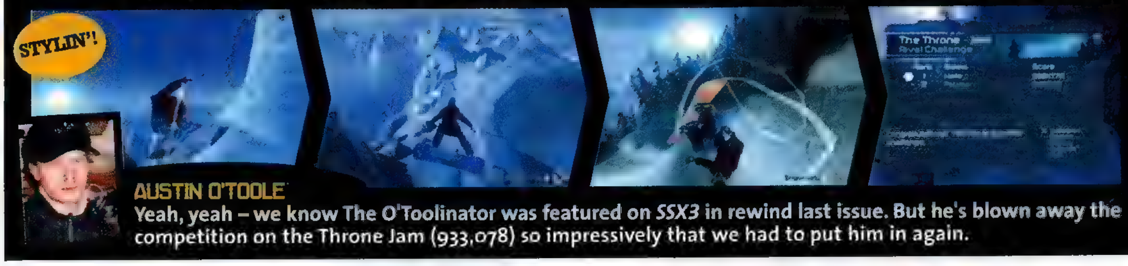
LEE HIPPERSON
Our new *Smackdown: HCTP* challenge has got off to a beefy start with a ton of entries. However, none are of the quality, class and sheer brutality of Lee's 6'21 demolition of the competition with Brock Lesnar.



MATTHEW AULT
Facing a horde of hideous Orcs as Gandalf in *LOTR: Return of the King*, Matthew doesn't bat an eyelid. He does batter a few skulls though, on his way to a huge score of 51,880. Watch and learn people...



LIAM PORTER
Now this is what we like to see – a lad who knows how to shake his booty. Young Liam has taken up our *Eyetoy: Play challenge* in grand style. See him shimmy! See him shake! See him get a truckload of points!



AUSTIN O'TOOLE
Yeah, yeah – we know The O'Toolinator was featured on *SSX3* in rewind last issue. But he's blown away the competition on the Throne Jam (933,078) so impressively that we had to put him in again.

CHALLENGE 6

LOTR: RETURN OF THE KING

Matthew's had his wizard's hat on recently and you can see his techinque on our DVD. Start a new game with Gandalf (so he's level 1). How much experience can you get on the first level, Helm's Deep?

MATTHEW AULT NEW!	51,880
JASDEEP SAHOTA NEW!	22,760
JAMIE SANT NEW!	20,329
JES BICKHAM	9500
CHRIS HOGGAN	9385
DOUG WALTER	9340
DAVID JASON	9250
MICHAEL DELLAR	9220
STEWART GREENER	8500
PAUL GLANSON	8450
KEITH KARLDAN	8335
MATT YORDALE	7585
ABDUL SALEEM	7240
TERRY WAKELEY	6790
OPAL GRANDIAN	5685

DUMPED! This month's prime *Return of the King* loser is:
Keera Mundy: 2650
SWING THAT STAFF A LITTLE FASTER, EH.

THIS MONTH'S IDIOTS

Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Ruaidri Maguire, a regular face in the Pro Dojo charts, has made a major cock-up. He sent us some competitive times for one of his favourite games, Midnight Club 2. However, the tape he sent was either the wrong one or he was trying to pull our leg, because there was no proof of any of his lofty claims contained on it. Better luck next time Ruaidri...

CHALLENGE 8

SOUL CALIBUR 2

We're not impressed by your lack of interest in the best PS2 beat-'em-up ever. We demand more entries! Remember you must compete for the fastest clearance time on arcade mode with Hard difficulty. Use any character, including any secrets.

TIME	CHARACTER	
16'07'05	Raphael	David Morgan
16'24'22	Talim	James Rauch NEW!
16'41'88	Mitsurugi	Tony Carr
16'59'47	Yunsung	Jason Bartram
17'05'98	Cassandra	Maree Maclean

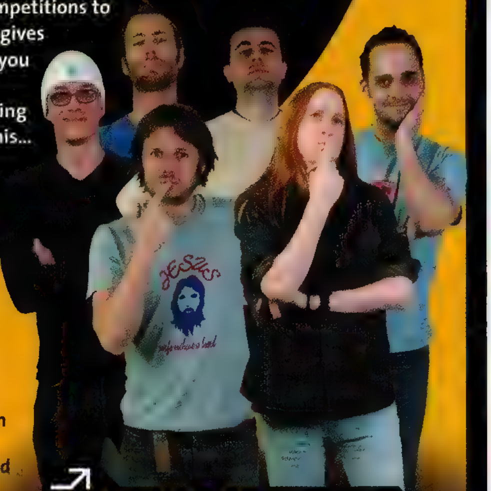
VS BATTLE
18
TALIM
ASTAROT

COME AND 'AVE A GO...*

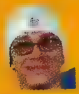
Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at PES3 than Dan D.

Here's what we've been playing and here's how good we are. Beat this...



↗ **GANG 'EM HIGH:** Wanna be in our gang? Then you got to look *fly*, just like the PSM2 homies here, boy-eeeee. Cough.



Adrian

SONIC HEROES

I love hedgehogs! I've always loved them and sometimes I love them a little too much, at least that's what the RSPCA told me when I was arrested that time. Anyway, I want to see how many rings you can finish the first level of *Sonic Heroes* with – reckon you can get over 85? Yeah? My skinny white arse you can.

Dan D

SPHINX

Why not make *Sphinx and the Cursed Mummy* more enjoyable by seeing how quickly you can complete the first level? My record is ten minutes. Beat that. DUMBASSES.

Jorin

THE HAUNTED MANSION

When I'm not boggling at your stupid, cold British weather I like to catch ghosts. If you can catch the first 15 of the game in under a minute I'll eat my over-large earphones.

Dan G

BOND: EVERYTHING OR NOTHING

If Bond drank bitter, spoke like Ant or indeed Dec and ate black pudding, he'd be a bit like me, only not as nice-smelling. I can finish the first level in one minute, 30 seconds – can you?

Milf

SECRET WEAPONS, NORMANDY

When I'm busy not making the tea, ever, for anybody at all, I like to go to *Secret Weapons Over Normandy*'s Instant Action mode and get 30 kills in 5 minutes. I am invincible! Probably.

Dan V

DYNASTY WARRIORS 4: EL

Women – and indeed men – swoon at my glorious flowing barnet. If you can get over 350 KOs in Endurance mode you may get the same effects. But I wouldn't bet on it.

*IF YOU THINK YOU'RE HARD ENOUGH

TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.

LORD OF THE RINGS: ROTK

The key to getting a good score on this challenge lies in parrying. Always remember to do it, as if you take damage you'll hurt your chances of entering Perfect Mode. Plus, no-one likes being killed by an Orc. Do they?

BURNOUT 2

This challenge has been going for some time and there's some amazing times still coming in. But remember, continuous burnouts are the key. Don't hit anything, slide whenever possible and catch as much 'air' as you can. Every little bit helps.

CHALLENGE 9

NEED FOR SPEED: UNDERGROUND

Okay you dumbasses – we've changed the challenge to the fastest LAP times, because you guys kept sending times for this instead of the fastest RACE times. Pay more attention!

INNER CITY

44"06	Rik Ibbotson	NEW!
44"35	Ian Lane	NEW!
49"98	James Walker	NEW!

ATLANTICA

43"70	Rik Ibbotson	NEW!
50"43	Ian Lane	NEW!
54"03	James Walker	NEW!

MARKET STREET

1'07"07	Rik Ibbotson	NEW!
1'14"33	Ian Lane	NEW!
1'18"98	James Walker	NEW!

OLYMPIC SQUARE

43'78	Rik Ibbotson	NEW!
47"97	Ian Lane	NEW!
50"86	James Walker	NEW!

STADIUM

51'66	Rik Ibbotson	NEW!
55"45	Ian Lane	NEW!
1'00"33	James Walker	NEW!

DUMPED! This months prime Need for Speed losers are:

- STADIUM:
  2'26" Titus Bolger
- INNER CITY:
  2'19" James Rauch

CHALLENGE 10

METAL GEAR SOLID 2: SUBSTANCE

The two Adams are battling it out to whittle down their times and scores on *Metal Gear*. It's good to see such a relatively old game still attracting such solid competition. More please...

SNEAK LV.5

00'10"12	Adam Povey	NEW!
00'10"20	Adam Justice	NEW!
00'10"30	Daniel McDonnell	

ELIMINATE ALL LV.5

00'16"10	Adam Povey	NEW!
00'16"46	Daniel Buck	
00'18"58	Adam Justice	NEW!

WEAPON: ASSAULT LV.5

57105	Evan Harvey	NEW!
56167	Daniel Buck	
54726	Adam Povey	NEW!

WEAPON: NIKITA LV.5

00'29"40	Adam Povey	NEW!
00'30"98	Chris Hill	
00'31"22	Daniel Buck	

FPS MODE LV.1

27480	Adam Justice	
25125	Mike Hunt	
23968	Adam Povey	

FPS MODE LV.2

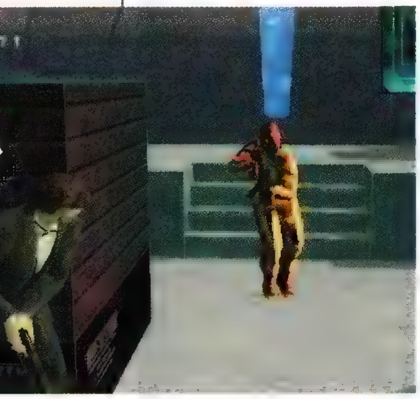
00'18"70	Adam Povey	
00'19"24	Daniel Buck	
00'19"46	Simon Hahn	

FPS MODE LV.3

55944	Mike Hunt	
36854	Simon Hahn	
36014	Evan Harvey	NEW!

DUMPED! This months prime Metal Gear loser is:

- SNEAK LV.5:
  00'10"54: Gavin McIntyre



CHALLENGE 11

TONY HAWK'S UNDERGROUND

Wow! We knew *THUG* was popular, but we didn't know exactly how popular until we dived into our bulging Dojo mail sack this month. Almost every score is a new one! However, Gavin Bayliss can claim superiority after achieving a combo multiplier of 428. Very impressive...

NEW JERSEY		
38,555,855	Gavin Bayliss	NEW!
23,055,109	Adam Povey	NEW!
21,936,373	Liam O'Neill	NEW!
21,189,010	Matthew Burford	
16,987,957	Evan Harvey	NEW!

MANHATTAN		
28,840,804	Liam O'Neill	NEW!
24,668,046	Gavin Bayliss	NEW!
23,104,740	Adam Povey	NEW!
19,225,100	Matthew Burford	
11,298,392	Evan Harvey	NEW!

TAMPA		
36,794,748	Gavin Bayliss	NEW!
23,203,663	Adam Povey	NEW!
17,572,910	Matthew Burford	
13,493,650	Liam O'Neill	NEW!
13,107,572	Evan Harvey	NEW!

SAN DIEGO		
26,230,836	Gavin Bayliss	NEW!
24,065,592	Adam Povey	NEW!
20,995,260	Matthew Burford	
16,354,868	Liam O'Neill	NEW!
13,987,104	David Morgan	NEW!

HAWAII		
26,530,296	Gavin Bayliss	NEW!
22,317,293	Adam Povey	NEW!
17,946,286	Matthew Burford	
16,531,134	Evan Harvey	NEW!
16,365,138	Liam O'Neill	NEW!

VANCOUVER		
29,915,703	Gavin Bayliss	NEW!
20,427,503	Adam Povey	NEW!
15,433,301	Matthew Burford	
11,355,353	Liam O'Neill	NEW!
9,2345,780	Kerry Muir	

RUSSIA		
24,647,448	Gavin Bayliss	NEW!
23,956,490	Adam Povey	NEW!
18,719,532	Matthew Burford	
12,536,984	Liam O'Neill	NEW!
12,243,569	Evan Harvey	NEW!

HOTTER THAN HELL		
32,714,690	Gavin Bayliss	NEW!
23,581,806	Adam Povey	NEW!
23,254,654	Liam O'Neill	NEW!
18,273,308	Matthew Burford	
10,223,181	Chris Heyburn	

SCHOOL 2		
27,512,559	Liam O'Neill	NEW!
14,126,203	Matthew Burford	
10,008,043	Chris Heyburn	
9,224,765	Stuart Bell	
9,220,189	James Rauch	

DUMPED!
This month's prime *Tony Hawke's Underground* losers are:
■ SCHOOL 2:
9,004,680: Kelly Muir
■ HAWAII:
10,003,005: David Morgan

APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Shuan Brown
SSX3
Launch Time
208,019

Rik Ibbotson
Gran Turismo A-spec
Super Speedway
00'22"901

Christopher Foy
Smackdown: HCTP
Brock Lesnar
9"10

Simon Williams
MGS2
FPS LV.1
20752

Chris Wright
SSX3
Snow Jam
2'40

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.

CHALLENGE 12

PRO EVO SOCCER 3

Both Fez and Simon have put Dan D's *PES3* record to shame. Both of them are unbeaten after 25+ games! Remember it's Master League on level five difficulty, first division only.

FEZ LITTLE	NEW!
Points:	78
Wins:	26
Draws:	0
Losses:	0
Goal difference:	+59

SIMON HAHN	NEW!
Points:	76
Wins:	25
Draws:	1
Losses:	0
Goal difference:	+57

DAN DAWKINS	
Points:	63
Wins:	20
Draws:	3
Losses:	3
Goal difference:	+24

NICK ELLIS	
Points:	60
Wins:	18
Draws:	6
Losses:	2
Goal Difference:	+20

CLIVE WOODLEY	
Points:	54
Wins:	17
Draws:	3
Losses:	6
Goal difference:	+18

DUMPED!
This months prime *Pro Evolution Soccer 3* loser is:
■ MASTER LEAGUE:
Gavin McIntyre Points: 53
YOU'RE RUNNING THE WRONG WAY, DOOFUS

CHALLENGE 13

PRO EVO SOCCER 3 GOALS

This new challenge has tapped a vein of pure footballing passion. Check out a selection of this month's most spectacular goals on our DVD. More!

Plus – why not leave the video running all game and show us the best passage of play leading up to a goal... no prizes, but the most fluid, skillful or downright jammy goals will appear on the DVD.

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... MY PHOTO ☐ (or I've emailed you one) A VIDEO OF MY ACHIEVEMENT ☐ (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge	Chart	Time/Score

My message to the gaming nation is:
"..........
.........."

Name..........
Age..........
Address..........

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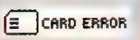

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PM2M 26596

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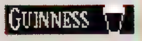
PM2M 26600

PM2M 26601

PM2M 26602

PM2M 26603

PM2M 26604



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PM2M 26606

PM2M 26607

PM2M 26608

Fingerprint
Log in →

PM2M 26609

PICTURES

ANGEL BY DAY
DEVIL BY NIGHT

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PM2M 86891

THE BEATLES

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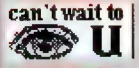

PM2M 86896

cheeky
monkey

PM2M 86897

PM2M 86898

Exterminate!
Exterminate!

PM2M 86899

PM2M 86900

PM2M 86901

I Got
My Eye
On You!

PM2M 86902

GET
THE
BEERS IN

PM2M 86903

PM2M 86904

hangover
from
hell

PM2M 86905

PM2M 86906

GOT THE HUMP?

PM2M 86907

PM2M 86908

PM2M 86909

RINGTONES

HITS

		POLY	MONO
Black Eyed Peas	Where Is The Love	PSM2P 79667	PSM2P 45800
Beyonce Knowles	Crazy In Love	PSM2P 79237	PSM2P 45801
Sean Paul	Get Busy	PSM2P 79019	PSM2P 45802
DJ Sammy & Yanou feat Do	Heaven	PSM2P 76994	PSM2P 45803
Evanescence	Bring Me To Life	PSM2P 79119	PSM2P 45804
Coldplay	Clocks	PSM2P 78160	PSM2P 45805
White Stripes	Seven Nation Army	PSM2P 78921	PSM2P 45806
Blu Cantrell	Breathe	PSM2P 79290	PSM2P 45807
Basement Jaxx	Lucky Star	PSM2P 76922	PSM2P 45808
Beyonce	Me,Myself+I	PSM2P 76946	PSM2P 45809
Kylie	Slow	PSM2P 75079	PSM2P 45810

HIP HOP

		POLY	MONO
Obie Trice	Got Some Teeth	PSM2P 74137	PSM2P 45811
R Kelly	Ignition	PSM2P 79043	PSM2P 45812
Jay Z+Pharrell	Excuse Me Miss	PSM2P 79011	PSM2P 45813
Busta+Mariah	I Know What You Want	PSM2P 79117	PSM2P 45814
DMX	Where the Hood at	PSM2P 72774	PSM2P 45815
50 Cent	In Da Club	PSM2P 77949	PSM2P 45817
Puff Daddy	Missing U	PSM2P 77638	PSM2P 45819
Eminem	Lose Yourself	PSM2P 77915	PSM2P 45820
50 Cent	21 Questions	PSM2P 79236	PSM2P 45821
Eminem	Without Me	PSM2P 75782	PSM2P 45822
DMX	X Gonna Give it to Ya	PSM2P 79012	PSM2P 45823

ROCK

		POLY	MONO
The Darkness	I Believe In A Thing Called	PSM2P 79744	PSM2P 45824
ACDC	For Those About To Rock	PSM2P 77763	PSM2P 45825
Motorhead	Ace of Spades	PSM2P 77103	PSM2P 45826
Aerosmith	Walk This Way	PSM2P 79066	PSM2P 45827
Europe	Final Countdown	PSM2P 75655	PSM2P 45828
Stone Roses	Fools Gold	PSM2P 70917	PSM2P 45829
Guns N Roses	Sweet Child o Mine	PSM2P 72161	PSM2P 45830
Led Zeppelin	Kashmir	PSM2P 79267	PSM2P 45831
Meat Loaf	Bat Out of Hell	PSM2P 70630	PSM2P 45832
Van Halen	Jump	PSM2P 75137	PSM2P 45833
Beatles	Hey Jude	PSM2P 70022	PSM2P 45835
Black Sabbath	Paranoid	PSM2P 77099	PSM2P 45836

DANCE

		POLY	MONO
XTM	Fly on the Wings of Love	PSM2P 79164	PSM2P 45837
Bhangra Knights	Husan	PSM2P 79039	PSM2P 45838
UD Project	Summer Jam	PSM2P 72358	PSM2P 45839
Benni Bennassi	Satisfaction	PSM2P 79255	PSM2P 45840
Love Inc	You're A Superstar	PSM2P 77432	PSM2P 45841
Ganga Kru	Super Sharp Shooter	PSM2P 72859	PSM2P 45842
Jaimeson	Complete	PSM2P 79746	PSM2P 45843
Tomcraft	Loneliness	PSM2P 78802	PSM2P 45844
Ultrabeat	Pretty Green Eyes	PSM2P 79790	PSM2P 45845
Kylie	Can't Get You Outta Head	PSM2P 74005	PSM2P 45846

TV/MOVIES

	POLY	MONO
Only Fools + Horses	PSM2P 70117	PSM2P 45847
Muppets Mahna Mahna	PSM2P 70114	PSM2P 45848
Miami Vice	PSM2P 76079	PSM2P 45849
Steptoe+Son	PSM2P 70582	PSM2P 45854
Scooby Doo	PSM2P 70123	PSM2P 45855
Simpsons	PSM2P 70441	PSM2P 45857
A-Team	PSM2P 76230	PSM2P 45858
Muppet Show	PSM2P 70114	PSM2P 45859
Banana Splits	PSM2P 76355	PSM2P 45860
Great Escape	PSM2P 70092	PSM2P 45861
James Bond	PSM2P 70340	PSM2P 45862
Rocky	PSM2P 70561	PSM2P 45863
Godfather	PSM2P 70291	PSM2P 45864
Bev Hills Cop	PSM2P 77032	PSM2P 45867
Ghostbusters	PSM2P 70089	PSM2P 45868
Deliverance	PSM2P 70711	PSM2P 45869
Mission Imp	PSM2P 70111	PSM2P 45871

Classic Game Tones

******* Only available as POLYS (NOT JAVA GAMES !!!) ******

	POLY
Super Mario World	PSM2P 78293
Super Mario Cart	PSM2P 77913
Street Fighter	PSM2P 78317
Sonic The Hedgehog	PSM2P 78233
Sim City	PSM2P 78298
Ridge Racer	PSM2P 77972
Desert Strike	PSM2P 77740
Donkey Kong Country	PSM2P 77751
Final Fantasy 7	PSM2P 77887
Mega Man X	PSM2P 77936
Batman Returns	PSM2P 77129
Zelda / A Link To The Past	PSM2P 77910
Tekken 2	PSM2P 78373

JAVA GAMES

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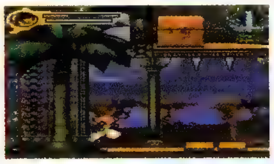

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Phone Model	Game Code
Nokia 3100	PM2GG 8110
Nokia 3300	PM2GG 2781
Nokia 3510i	PM2GG 7159
Nokia 3650	PM2GG 2767
Nokia 5100	PM2GG 2140
Nokia 7210	PM2GG 4463
Nokia 7250	PM2GG 9772
Nokia 7650	PM2GG 4095
Nokia 6100	PM2GG 8160
Nokia 6610	PM2GG 8184
Nokia 6800	PM2GG 5152
Nokia N-Gage	PM2GG 5286
Sagem My V-65	PM2GG 6269
Sharp GX10	PM2GG 2103
Sharp GX20	PM2GG 5131

Nightmare Creatures ®

Time to face your worst Nightmare!

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Phone Model	Game Code
Nokia 3100	PM2GG 8594
Nokia 3300	PM2GG 8291
Nokia 6100	PM2GG 1569
Nokia 6610	PM2GG 8821
Nokia 6800	PM2GG 3801
Nokia 7210	PM2GG 6958
Nokia 7250	PM2GG 4522
Nokia 3510i	PM2GG 4050
Nokia 5100	PM2GG 8332

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Nokia 6100	PM2GG 9465
Nokia 6610	PM2GG 1199
Nokia 6800	PM2GG 9305
Nokia 7210	PM2GG 3326
Nokia 7250	PM2GG 7124

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XIII ®

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Phone Model	Game Code
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Nokia 3300	PM2GG 2112
Nokia 3510i	PM2GG 2953
Nokia 3650	PM2GG 2331
Nokia 5100	PM2GG 3410
Nokia 6100	PM2GG 4183
Nokia 6610	PM2GG 8415
Nokia 7210	PM2GG 4041
Nokia 7250	PM2GG 9985
Nokia 7650	PM2GG 3562
Nokia N-Gage	PM2GG 4068
Sagem My V-65	PM2GG 2948
Sharp GX-10	PM2GG 6384
Sharp GX-20	PM2GG 2009

REAL SOUND BYTES

Animal Sounds	
Chimp	PM2P 79170
Dolphin	PM2P 79172
Elephant	PM2P 79174
Frog	PM2P 79199
Monkey	PM2P 79181
Pig Snort	PM2P 79184
Wasp	PM2P 79207
Lion Growl	PM2P 79180

Human Sounds	
Does your boss know you're here	PM2P 75278
Dentist Drilling	PM2P 75249
Suction Tube (Dentist)	PM2P 75257
"Check Your Mail Box You Moron"	PM2P 72927
"Master I Have Mail For You"	PM2P 72935
Burp	PM2P 79879
Long Fart	PM2P 79880
Short Fart	PM2P 79881

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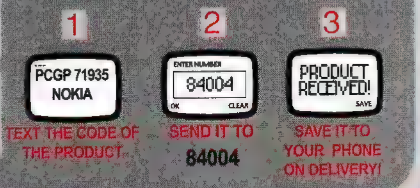

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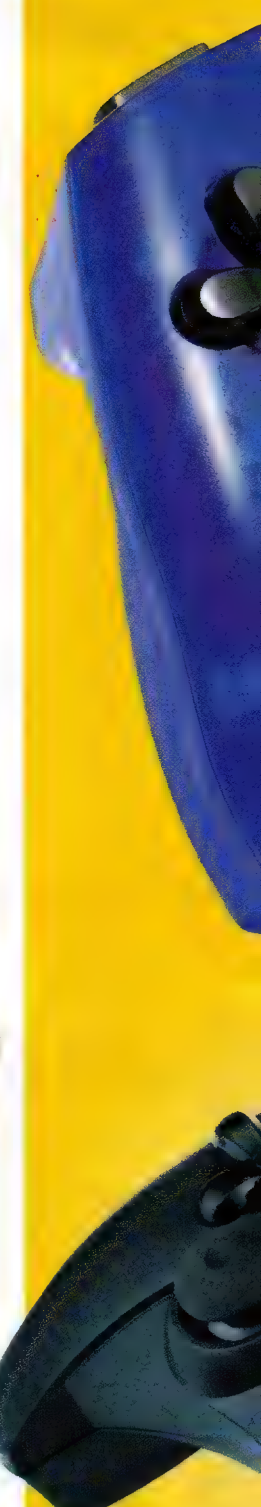

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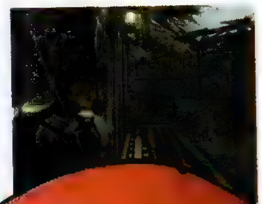
Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS



SPLINTER CELL 2

Sam Fisher gets captured and grilled in the PSM2 debriefing room. Is it any good? Only the PSM2 review knows for sure...

ONIMUSHA 3

It's the moment you've been waiting for. Jean Reno and Samanosuke shoot up Paris on motorbikes. Review in next month's issue!

KILLER 7

Get your mind realigned by the most original game of 2004. We have everything you need on Shinji Mikami's upcoming classic.

You want more?!
We've got reviews of **Ghost Recon: Jungle Strike**, Tak and the Power of Ju Ju, **MX Unleashed** PLUS loads more on **Burnout 3**. It's vindaloo hot!

THEY'RE BACK!

TIMESPLITTE

Sci-fi rifles? Flaming monkeys? Elvis? Only PSM2 has the skinny on EA's ONLINE shooter – it's the game your eyes and thumbs were made for!

Month
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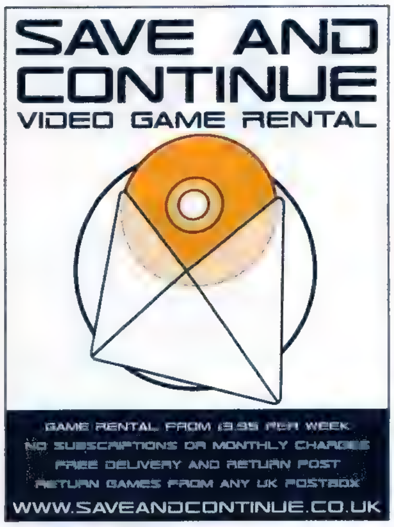
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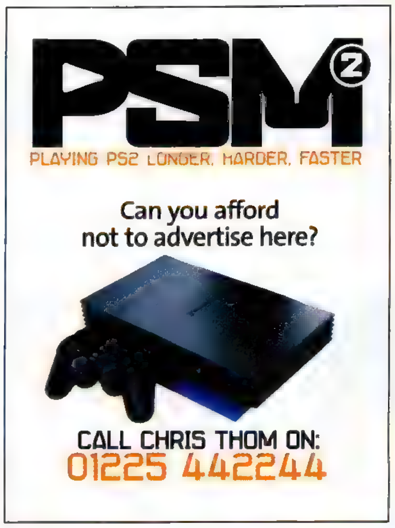
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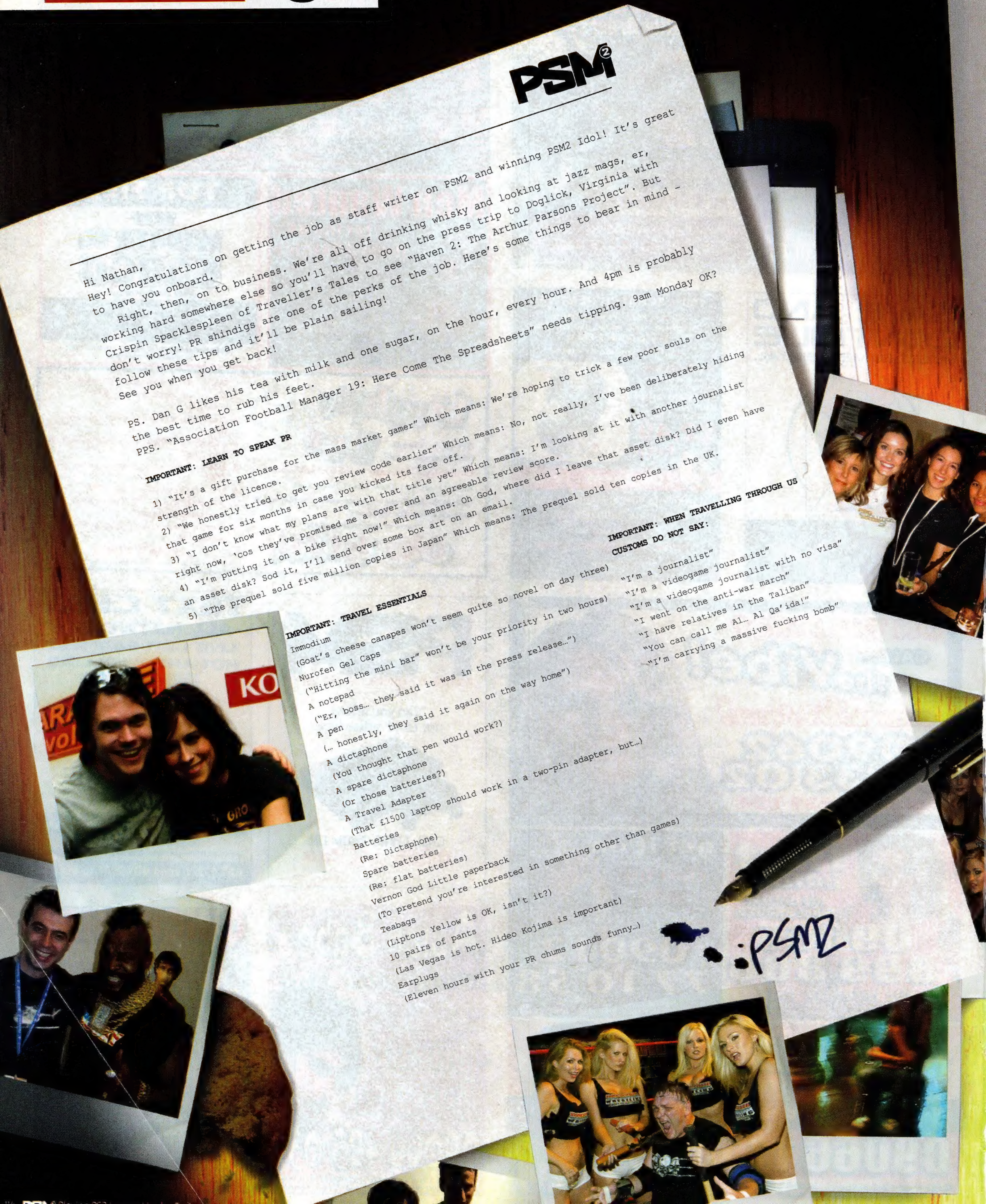

PSM2

Hi Nathan,

Hey! Congratulations on getting the job as staff writer on PSM2 and winning PSM2 Idol! It's great to have you onboard.

Right, then, on to business. We're all off drinking whisky and looking at jazz mags, er, working hard somewhere else so you'll have to go on the press trip to Doglick, Virginia with Crispin Spacklespleen of Traveller's Tales to see "Haven 2: The Arthur Parsons Project". But don't worry! PR shindigs are one of the perks of the job. Here's some things to bear in mind – follow these tips and it'll be plain sailing!

See you when you get back!

PS. Dan G likes his tea with milk and one sugar, on the hour, every hour. And 4pm is probably the best time to rub his feet.

PPS. "Association Football Manager 19: Here Come The Spreadsheets" needs tipping. 9am Monday OK?

IMPORTANT: LEARN TO SPEAK PR

1) "It's a gift purchase for the mass market gamer" Which means: We're hoping to trick a few poor souls on the strength of the licence.
2) "We honestly tried to get you review code earlier" Which means: No, not really, I've been deliberately hiding that game for six months in case you kicked its face off.
3) "I don't know what my plans are with that title yet" Which means: I'm looking at it with another journalist right now, 'cos they've promised me a cover and an agreeable review score.
4) "I'm putting it on a bike right now!" Which means: Oh God, where did I leave that asset disk? Did I even have an asset disk? Sod it, I'll send over some box art on an email.
5) "The prequel sold five million copies in Japan" Which means: The prequel sold ten copies in the UK.

IMPORTANT: TRAVEL ESSENTIALS

Immodium
(Goat's cheese canapes won't seem quite so novel on day three)
Nurofen Gel Caps
("Hitting the mini bar" won't be your priority in two hours)
A notepad
("Er, boss… they said it was in the press release…")
A pen
(… honestly, they said it again on the way home")
A dictaphone
(You thought that pen would work?)
A spare dictaphone
(Or those batteries?)
A Travel Adapter
(That £1500 laptop should work in a two-pin adapter, but…)
Batteries
(Re: Dictaphone)
Spare batteries
(Re: flat batteries)
Vernon God Little paperback
(To pretend you're interested in something other than games)
Teabags
(Liptons Yellow is OK, isn't it?)
10 pairs of pants
(Las Vegas is hot. Hideo Kojima is important)
Earplugs
(Eleven hours with your PR chums sounds funny…)

IMPORTANT: WHEN TRAVELLING THROUGH US CUSTOMS DO NOT SAY:

"I'm a journalist"
"I'm a videogame journalist"
"I'm a videogame journalist with no visa"
"I went on the anti-war march"
"I have relatives in the Taliban"
"You can call me Al… Al Qa'ida!"
"I'm carrying a massive fucking bomb"

:PSM2

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PLAYSTATION 2

A = 01
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista
B = 02
Backyard Basketball
Backyard Wrestling
Bad Boys 2*
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims
C = 03
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crush Hour, WWE
D = 04
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas*
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disney's Dinosaur
Disney's Extreme Skate Adv.
Downhill Domination
Dragon Ball Z: Budokai 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 05
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Groove
Eye Toy: Play
F = 06
F1 2002
Fatal Frame
Fatal Frame 2: Cr. Butterfly
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frogger's Adv.: The Rescue
Frontline, Medal of Honor
Futurama
G = 07
G1 Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave
H = 08
Hack (Dot)
Harry Potter & Ch.of Secrets
Haven: Call of the King
Headhunter
Here Comes The Pain
High Heat Baseball 2002
Hitman 2: Silent Assassin
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward
I = 09
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
ISS Pro Evolution
J = 10
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer 2001
Johnny Moseley Mad Trix
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 11
Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
Kya: Dark Lineage
L = 12
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lethal Skies 2
LMA Manager 2003
Looney Tunes:Back in Action
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge
M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Mafia*
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin*
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
Mummy Returns
Music 3000
MX 2002
MX Rider
N = 14
NASCAR: Dirt to Daytona
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed Undergr
Need for Speed: H.Pursuit 2
NFL 2001
NFL 2002
NFL 2003
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2004
NFL Primetime 2002
NFL Street*
NHL 2003
NHL 2004
Nightfire
No One Lives Forever
O = 15
Off Road Wide Open
Oni
Onimusha Blade Warriors
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Op. Genesis, Jurassic Park
Operation Winback
P = 16
Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
Pool Master: Q-Ball
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2
Pryzm: The Dark Unicorn
R = 18
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Road Rage
Roadkill
Robot Wars
Rocket Power Beach Bandits
Rocky
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTX Red Rock
R-Type Final
Rugby 2004
Rugby League (S. League)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure
S = 19
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes*
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Speed Kings
Spiderman The Movie
Splashdown 2: Rides G.Wild
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super Farm
Super League Rugby League
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
T = 20
Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
Test Drive: Wide Open
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Skateboard.
The Sims
The Sims: Bustin Out
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tom Clancy's: Jungle Storm*
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr'nd
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Transworld Surf
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 21
Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM
V = 22
Vampire Apocalypse
Vampire Night
Vice City, Grand Theft Auto
Virtua Tennis 2
V-Rally 3
W = 23
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Whirl Tour
Wild Arms 3
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Racing, Merc. Benz
World Rally Champ.2 Extr.
World War2:Prisoner of War
Worms 3D
WRC: World Rally Champ.
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 24
X-Files: Resist or Serve*
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Y = 25
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses
Z = 26
Zone of Enders: 2nd Runner
0-9 = 27
007 Agent Under Fire
007 Nightfire
13 (XIII)
18 Wheeler
2002 FIFA World Cup
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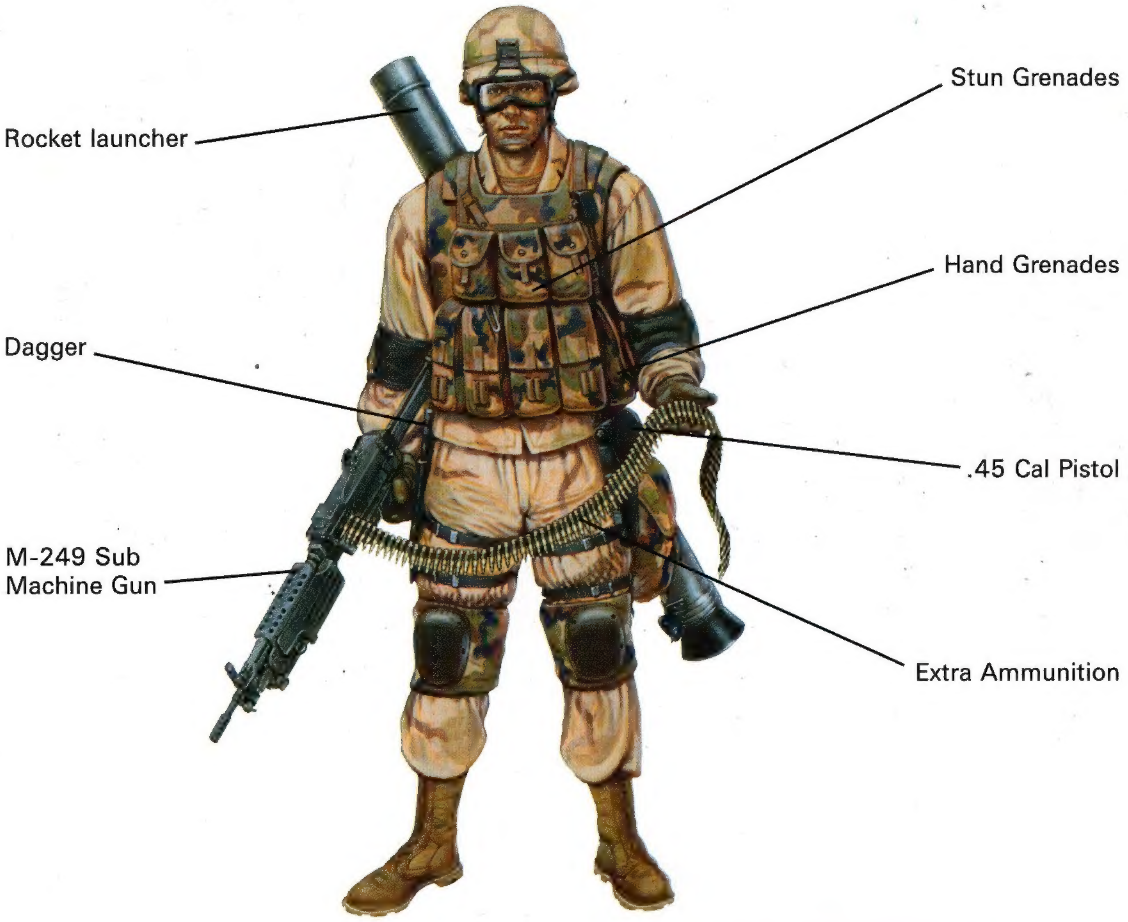
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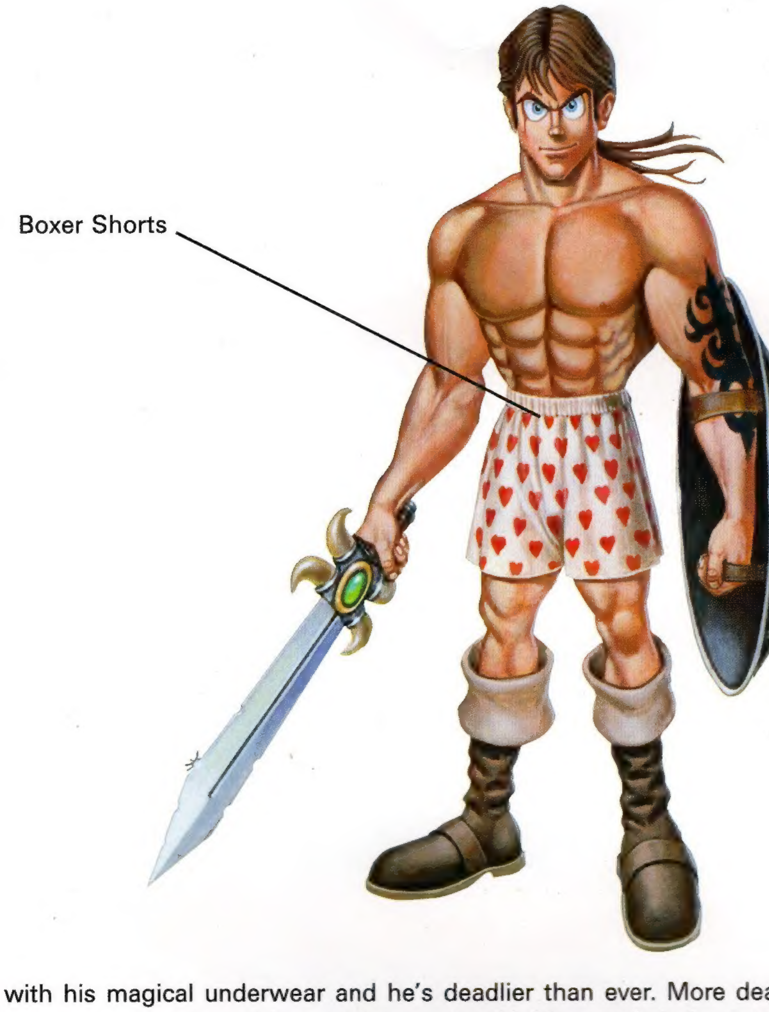
Hand Grenades
Dagger
.45 Cal Pistol
M-249 Sub Machine Gun
Extra Ammunition

FIGHTING TO THE DEATH? YOU'LL NEED THE PROPER EQUIPMENT.


Boxer Shorts

Maximo is back with his magical underwear and he's deadlier than ever. More deadly moves. More deadly weapons. But not even a modern day soldier could compete with his most lethal asset. Those boxer shorts. More powerful than any rocket launcher or grenade. And one big reason for his enemies to fill *their* pants.

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ARMY OF ZIN
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